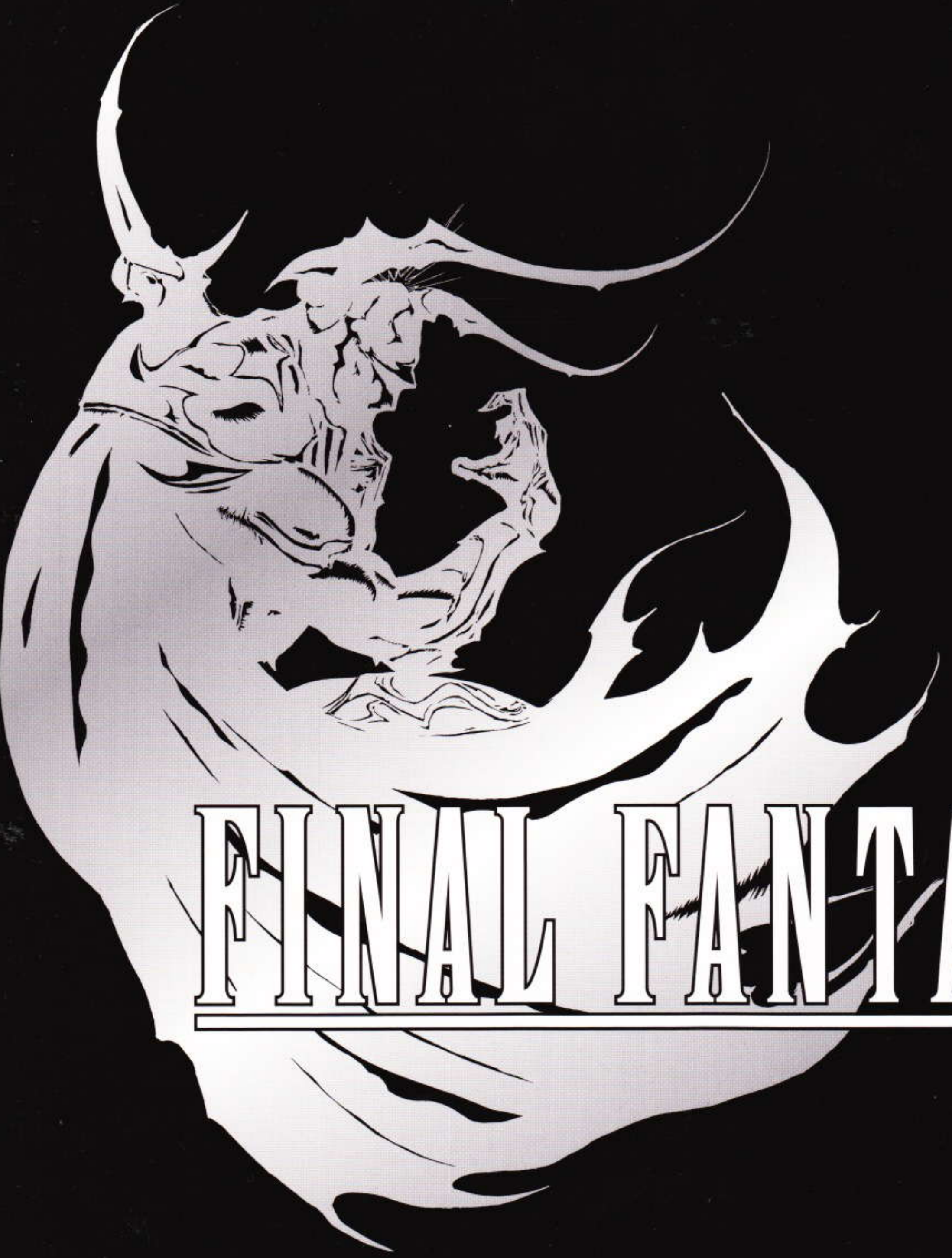
BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®



FINAL FANTASY® IV

COVERS NINTENDO DS™

BASED ON A GAME RATED BY THE ESRB
EVERYONE 10+

SQUARE ENIX™

Written by Ken Schmidt and Joe Epstein

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Game Basics

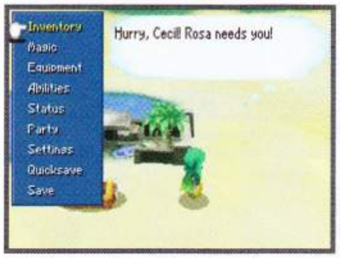
Game Basics

Getting Started

Welcome to the fourth installment of the *FINAL FANTASY* series. Even if you've played the previous versions of this game, you're in for a brand new experience. There are additional elements to the game's story, as well as scenes that include voice-overs! The biggest change to gameplay is the Augment system, but that's covered in another chapter. This chapter covers the basics of *FINAL FANTASY IV*.

The Main Menu

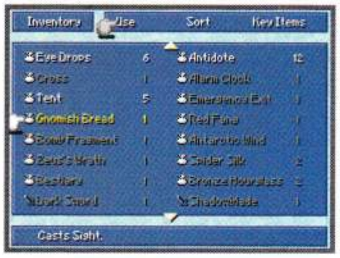
Press the X Button to access the game's main menu. The left side of the screen displays a list of options: Inventory, Magic, Equipment, Abilities, Status, Party, Settings, Quicksave, and Save. These sections are discussed in detail on the following pages.


Inventory
Magic
Equipment
Abilities
Status
Party
Settings
Quicksave
Save
Hurry, Cecil! Rosa needs you!

INVENTORY

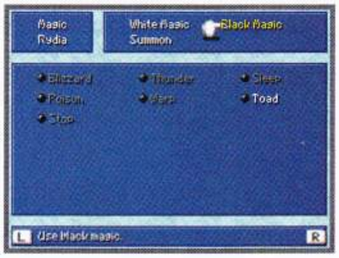
The Inventory screen displays the items currently available to your party. The three choices for this screen are: Use (apply an item to a character to receive its benefit, which is listed at the bottom of the screen); Sort (groups items by type; select Sort again to change the order in which the items appear); and Key Items.

Some items are available only during battle, while others work only outside of battle. On your Inventory screen, these appear highlighted as gray text. When an item is selected, its effect appears at the bottom of the screen even if the item is currently unavailable for use.


Inventory
Use
Sort
Key Items
Eye Drops 6
Cross 1
Tent 5
Gnomish Bread 1
Bomb Fragment 1
Zeus's Wrath 1
Bestiary 1
[illegible] 1
Antidote 12
Alarm Clock 1
Emergency Exit 1
Red Fang 1
Antarctic Wind 1
Spider Silk 2
Bronze Hourglass 2
Shadowblade 1
Casts Sight.

Key Items have one specific use and often that one use consumes them and removes them from your inventory. Augments, a powerful new tool added to this version of the game, appear among the Key Items.

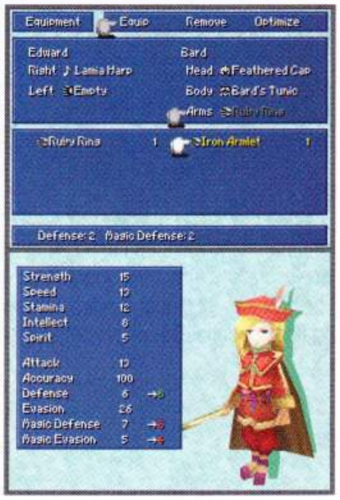
MAGIC


Magic
Rydia
White Magic
Black Magic
Summon
Blizzard
Thunder
Sleep
Poison
Warp
Toad
Stop
L
Use black magic.
R

Selecting the Magic option from the main menu brings up a list of characters currently in the party. Characters who lack a magical ability may not be selected here. Selecting a character displays a list of his or her magical abilities at the top of the screen along with showing the character's individual spells at the bottom. Only spells with white text may be used here. However, if you select any spell, its description appears at the bottom of the screen. For more information about magic spells, check out the section on magic in this strategy guide.

EQUIPMENT

The Equipment screen allows you to change the gear each character uses. Use the Equip command to change weapons, shields, head armor, body armor, and arm armor. The character model appears on the bottom screen along with his or her current stats. As you scroll through the available choices, a second column of numbers appears with the stats. A red number indicates that the selected item reduces that stat relative to the item currently equipped. A green number indicates that the selected item increases that stat relative to the item currently equipped.


Equipment
Equip
Remove
Optimize
Edward
Bard
Right Lamia Harp
Left Empty
Head Feathered Cap
Body Bard's Tunic
Arms Ruby Ring
Ruby Ring 1
Iron Armlet 1
Defense: 2 Magic Defense: 2
Strength 15
Speed 13
Stamina 12
Intellect 8
Spirit 5
Attack 13
Accuracy 100
Defense 6
Evasion 26
Magic Defense 7
Magic Evasion 5

However, numbers do not tell the entire story. Some armor and shields may reduce the effect of different types of magic, or block certain negative status effects. Some weapons have elemental affinities that add damage to each attack, while others may be used via the Items command in battle. A character may only use equippable items provided he or she equips the item.

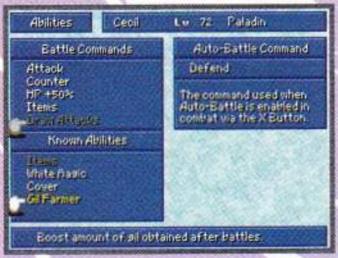
TAKE A SPIN

Whenever a character appears on the bottom screen of the Nintendo DS, touch the screen with the stylus and rotate the character to get better views of his or her current gear.

ABILITIES

Use the Abilities screen to customize each character's Battle Commands and Auto-Battle Command. Select a Battle Command, or your current Auto-Battle Command, to open a list of known abilities. To switch the selected command with a different one, use the + Control Pad to move to that entry and press the A Button to confirm your choice. The good news is that even if you remove a spell-casting ability from a character's Battle Command options, you still have access to that magic between battles.

You can also change the order in which the character's abilities appear in the Battle Commands list. Select the ability you want to move, then press up on the + Control Pad to move to the current Battle Commands menu. Select a second ability and the two choices change spots.



The command used when Auto-Battle is enabled in combat via the X Button.

Boost amount of gil obtained after battles.

For abilities that lead to additional choices (Items, any sort of magic command, etc.), there is an additional level of customization as you can choose a specific item to fill in a command spot. When the indicator is on the proper ability, press right on the + Control Pad to view all the choices for that ability, then select the specific item or spell you want to use.

For example, if you want Rydia to use Fire when Auto-Battle is active, select Attack under Auto-Battle Command, then move the indicator over Black Magic. Press right on the + Control Pad and select Fire.

AUTO-BATTLE FOR EXTRA ABILITIES

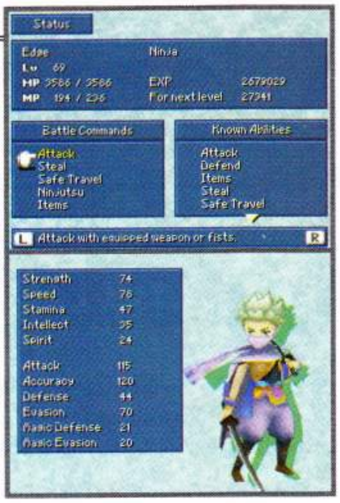
Characters aren't limited to their current Battle Commands for their Auto-Battle choice. In fact, you could use the Auto-Battle Command to give characters an additional choice in battle.

For example, Kain has so many augments that there's no longer room for his Jump ability in his Battle Commands. However, if you select Jump as his Auto-Battle Command, all you need to do is watch his action bar and press the X Button just before it fills. After his Auto-Battle selection of Jump is made, press the X Button again to resume the battle with full control of the rest of the characters.

Unfortunately, you lose the ability to select specific targets during Auto-Battle. However, the game often focuses on the weakest opponent first, or uses healing spells on the ally most in need. Of course, you should only rely on Auto-Battle against foes that do not present a great challenge.

STATUS

That Status screen displays information about the selected character. You cannot alter anything on this screen, but it does provide details about experience points and an overview of all the abilities known by each character.

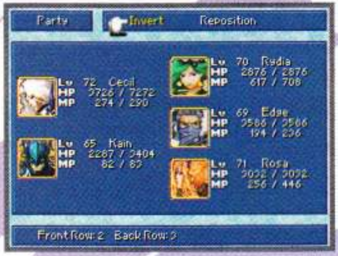


Edge Ninja
Lv 69
HP 3586 / 3586 EXP 2679029
MP 194 / 236 For next level 27341

Attack with equipped weapon or fists.

Strength 74
Speed 76
Stamina 47
Intellect 35
Spirit 24
Attack 115
Accuracy 120
Defense 44
Evasion 70
Magic Defense 21
Magic Evasion 20

PARTY



Lv 72 Cecil
HP 3726 / 7272
MP 274 / 290

Lv 65 Kain
HP 2287 / 3404
MP 82 / 83

Lv 70 Rydia
HP 2876 / 2876
MP 617 / 708

Lv 69 Edge
HP 3586 / 3586
MP 194 / 236

Lv 71 Rosa
HP 3032 / 3032
MP 256 / 446

Front Row: 2 Back Row: 3

The Party option allows you to Reposition characters (select a character, then either a blank spot or a second character), or Invert the entire formation, swapping the front and back rows entirely. Placing characters in the rear row reduces the damage taken from enemy melee strikes, but also reduces the potential damage inflicted by an attack.

SYSTEM FUNCTIONS

Settings, Quicksave, and Save are all system functions. The Settings function allows you to customize various aspects of the game. (For more information about what each choice does, consult the game manual.) Quicksave is a temporary save file that works anywhere and at any time, but forces you to quit the game. The Quicksave data is lost when it is loaded from the main menu, or when another gamesave is loaded or started new. Save works on the World Map and Save Points and records your progress to one of three available slots.

The Basics of Battle

While searching through dungeons and castles, or traveling from town to town, your party randomly encounters groups of enemies. There are also pre-arranged battles against boss enemies that are triggered most often by reaching certain areas inside dungeons. In addition, some treasure has its own guardians due to its value.

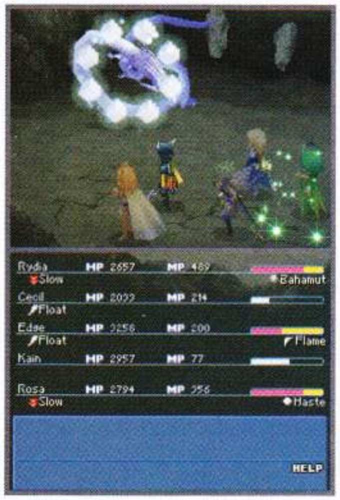
I will not relinquish these blessed relics to the likes of you!

DURING BATTLE

There are four choices available to all characters: Attack, Defend, Swap Rows, and Items.

EASY BATTLES MADE EASIER

Press the X Button during any fight to initiate Auto-Battle. With Auto-Battle active, each character automatically performs the task set on the Abilities screen. Everyone defaults to Attack, but any Ability could potentially be used for Auto-Battle. Press the X Button again to deactivate Auto-Battle.


Rydia HP 2657 MP 469
Slow Bahamut
Cecil HP 2022 MP 214
Float
Edge HP 3256 MP 200
Float Flame
Kain HP 2957 MP 77
Rosa HP 2794 MP 256
Slow Haste

Select Attack and the character attacks a single target with the weapon(s) currently equipped. Items opens the party's inventory, showing all available choices with white text. Push up at the top of the inventory screen to display the items currently equipped in that character's hands. Tap the A Button (or L Button) once to select the item. From this point, there are two options. Tap the A Button (or L Button) again to confirm its use, at which point you are prompted to select a target. Tap down on the + Control Pad to bring up additional equipment that could be substituted for the selected item. By doing so, you change that character's selected equipment; however, the change consumes the character's action for the current turn. Swap Rows moves characters between the front and rear ranks and is generally saved for the times when an enemy gains a Back Attack advantage on the party.

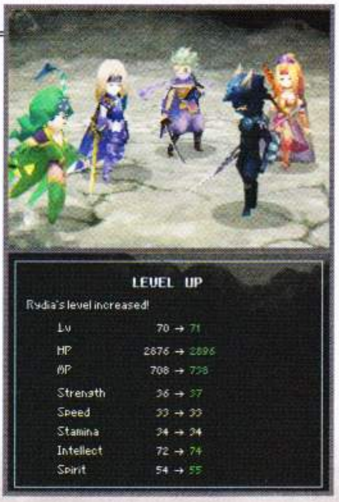
THE BETTER PART OF VALOR

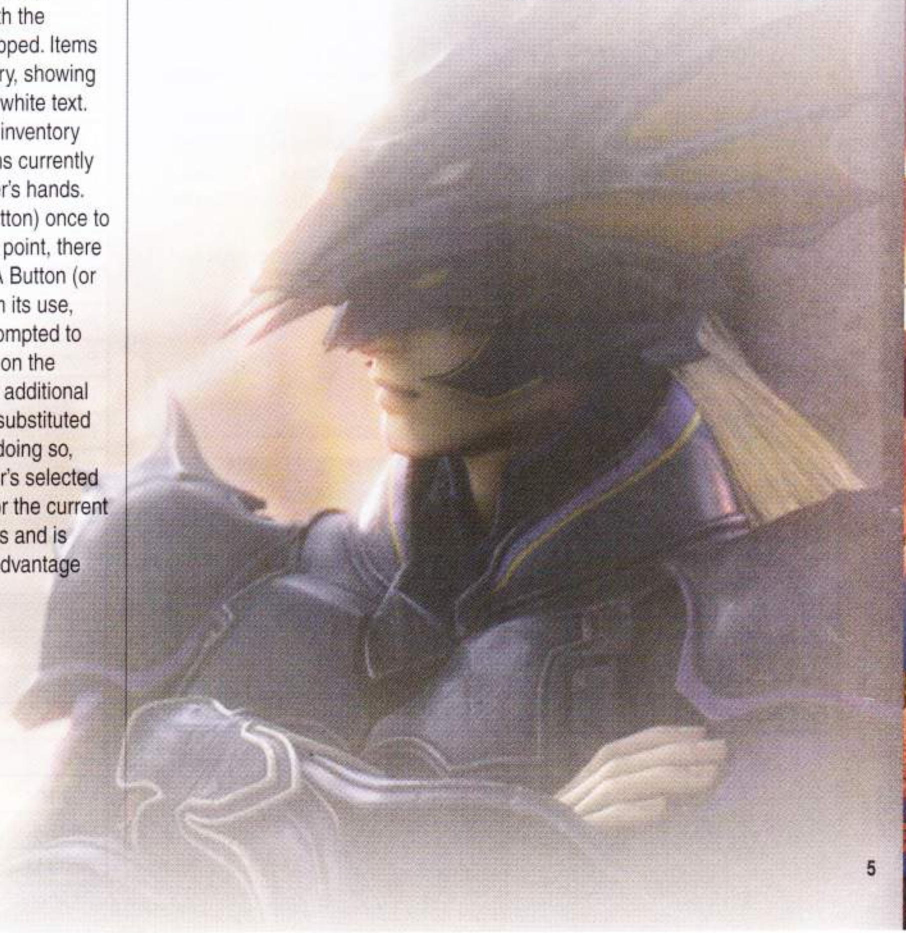
If a battle looks hopeless, or you just want to skip a battle, press and hold the R Button to attempt an escape from battle.

In addition to these abilities, each character has access to special skills that are covered in more detail in the Abilities and Augments portion of this guide.

GAINING LEVELS

After defeating an enemy or group of enemies, each eligible character receives experience points. Any character who is neither KO'ed (0 hit points) nor afflicted with the Stone status at the end of the fight is considered eligible. These points are added to the character's running total (viewed in the Status screen). At specific values, the character gains additional levels, which leads to increased MP, HP, and stats. If the character uses magic, there is also a possibility that the character will learn a new spell.


LEVEL UP
Rydia's level increased!
Lv 70 → 71
HP 2876 → 2896
MP 708 → 738
Strength 36 → 37
Speed 33 → 33
Stamina 34 → 34
Intellect 72 → 74
Spirit 54 → 55



The following is a breakdown of what each stat means.

- **Strength** influences the effectiveness of physical attacks.
- **Speed** influences the order and frequency of actions performed in battle.
- **Stamina** influences how much HP increases when a level up occurs.
- **Intellect** influences the effectiveness of Black Magic.
- **Spirit** influences the effectiveness of White Magic.
- **Attack** influences the strength of physical attacks, taking into account the equipped weapon.
- **Accuracy** influences the likelihood of success for melee attacks and can be interpreted as a percentage.
- **Defense** influences the damage taken when struck by physical attacks.
- **Evasion** influences the likelihood that a physical attack will be avoided altogether.
- **Magic Defense** influences the damage taken when struck by spells and magic effects.
- **Magic Evasion** influences the likelihood that a magical attack will be avoided altogether.

ATTRIBUTE GAINS AFTER LEVEL 70

Starting with level 71, attribute gains at level up are determined by the abilities equipped on the character gaining a level. The following sample table examines Cecil post-70 equipped with Kick to replace Attack, Draw Attacks to force all physical damage onto Cecil, Counter to turn all that physical damage into Kicks against the entire enemy party, Items because it's required, and Focus to boost the power of Kicks and Counter Kicks. (This example also illustrates what can be accomplished through the use of augments!)

How equipped abilities post-70 translate into attribute gains when leveling up

	HP	MP	Str	Spd	Stam	Int	Spi
Kick	-	-	1	-	-	-	-
Focus	10	-	2	-	-	-	-
Items	10	-	-	-	-	-	-
Counter	-	-	1	-	1	-	-
Draw Attacks	-	-	-	-	1	-	-
Gain at Level Up	20	-	4	-	2	-	-

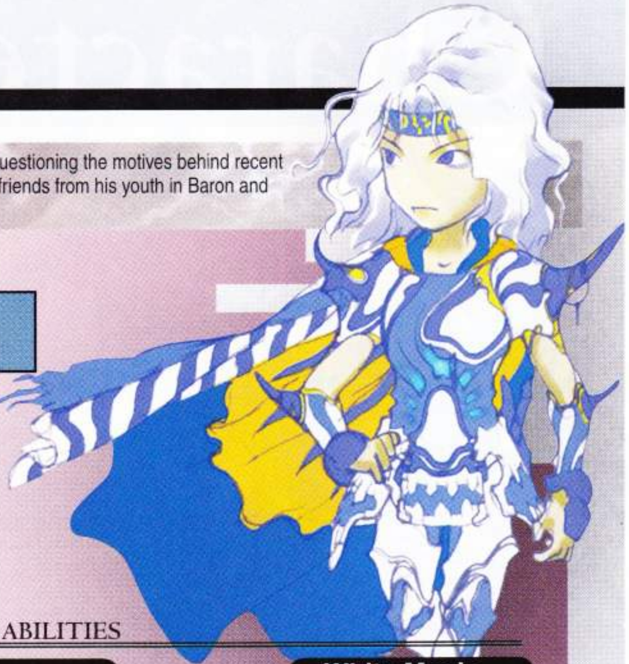
How all abilities affect attributes upon level up post-70

Ability	HP	MP	Str	Spd	Sta	Int	Spi
????'s Love	10	5	1	1	1	1	1
Adrenaline	-	-	1	-	-	-	-
Aim	-	-	-	1	-	-	-
Analyze	-	-	-	-	-	1	
Attack	10	-	1	-	-	-	-
Auto-Potion	10	-	-	-	1	-	-
Bardsong	-	-	-	1	-	-	-
Black Magic	-	5	-	-	-	1	
Bless	-	-	-	-	-	-	1
Bluff	-	-	-	-	-	1	
Brace	10	-	-	-	1	-	-
Counter	-	-	1	-	1	-	-
Cover	-	-	-	-	1	-	-
Cry	-	-	-	-	-	-	1
Curse		5	1	-	1	-	1
Darkness	10	-	1	-	1	-	-
Draw Attacks	-	-	-	-	1	-	-
Dualcast	-	5	-	-	-	1	1
Eye Gouge	-	-	-	1	-	-	-
Fast Talker	-	5	-	-	-	1	-
Focus	10	-	2	-	-	-	-
Gil Farmer	-	-	-	1	-	-	-
Hide	-	-	-	1	-	-	-
HP +50%	10	-	-	-	-	-	-
Inferno	-	5	1	1	1	-	-
Item Lore	-	-	-	-	-	1	-
Items	10	-	-	-	-	-	-
Jump	10	-	1	-	1	-	-
Kick	-	-	1	-	-	-	-
Last Stand	10	-	1	-	1	-	-
Level Lust	-	-	1	-	-	-	-
Limit Break	10	5	1	1	1	1	1
MP +50%	-	10	-	-	-	-	-
Ninjutsu	-	5	-	-	-	1	-
Omnicasting	-	5	-	-	-	1	1
Phoenix	-	-	-	-	-	-	2
Piercing Magic	-	-	-	-	-	1	1
Pray	-	-	-	-	-	-	1
Reach	-	-	-	1	-	-	-
Recall	-	5	-	-	-	1	-
Safe Travel	-	-	-	1	-	-	-
Salve	-	-	-	1	-	-	-
Steal	-	-	-	1	-	-	-
Summon	-	5	-	-	-	1	1
Throw	-	-	-	1	-	-	-
Treasure Hunter	-	-	-	1	-	-	-
Tsunami	-	5	1	-	1	1	-
Twincast	-	5	-	-	-	1	-
Upgrade	-	-	-	1	-	-	-
Whirlwind	-	5	-	1	-	1	1
White Magic	-	5	-	-	-	-	1

Characters

Characters

Cecil



The leader of the Red Wings of Baron, Cecil begins the adventure questioning the motives behind recent assignments from his king. His exact origin is a mystery, but he has friends from his youth in Baron and the two most important to him are Kain and Rosa.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	226	27	13	10	11	6	3

ATT	ACC	DEF	EVA	MGD	MGE
10	85	12	22	1	0

WEAPONRY

As a dark knight of Baron, Cecil wields **Dark Swords**. As a paladin, he can wield **Holy Swords**, **Swords**, **Knives**, and **Axes**.

DARK KNIGHT ABILITIES

Darkness

Sacrifice HP to attack for double damage.

Use: Darkness must first be activated, using one turn. Once active, damage output for physical attacks in the next several turns is doubled and 10% HP is consumed for any successful hit.

PALADIN ABILITIES

Cover

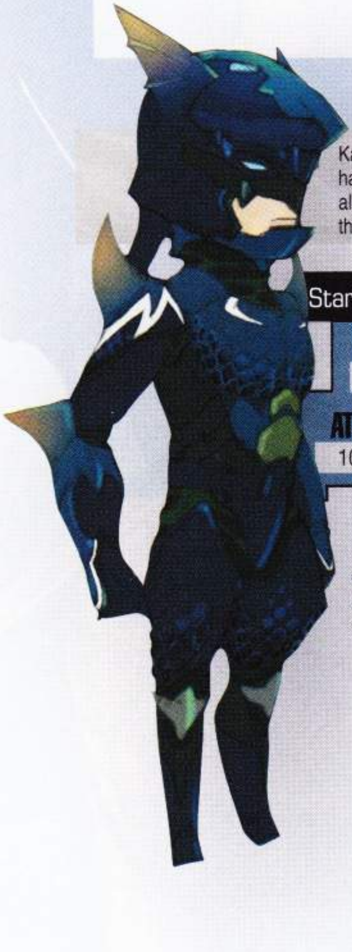
Take damage intended for an ally.

Use: Cover makes Cecil absorb attacks directed against one ally, which makes it quite useful for protecting healers like Rosa. Cecil occasionally uses Cover on characters with low HP, regardless of whether Cover is active.

White Magic

Spell	Acquired
Cure	Innate
Sight	Level 3
Libra	Level 8
Protect	Level 10
Cura	Level 20
Teleport	Level 29
Shell	Level 33
Esuna	Level 35
Raise	Level 40

Kain



Kain is the commanding officer in Baron's dragoon forces. He takes great pride in being a dragoon and works hard to live up to the ideals of the unit once led by his deceased father. Kain's brooding nature does not always allow him to share his thoughts, even with his closest friends, Cecil and Rosa. They know him best, but even they do not know what periodically troubles him.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	205	13	14	11	9	6	12

ATT	ACC	DEF	EVA	MGD	MGE
10	80	10	20	1	0

WEAPONRY

Although his signature weapon is the **Spear**, Kain can also wield **Swords**, **Knives**, and **Axes**.

ABILITIES

Jump

Vault skyward and attack for double damage.

Use: When Kain uses Jump, he leaves the screen and falls to earth roughly one turn later. While off-screen, Kain does not take damage. Because Kain is so powerful physically and since Jump renders him completely safe, it makes sense to fashion Kain into a Jump delivery system. With the right buffs and augments, Kain can eventually use Jump to deal 99,999 damage!

Rydia

A child orphaned by a tragedy in the village of Mist, Rydia has an innate ability to summon Eidolons. Rydia is the most versatile of all the spell-casters, as she uses White and Black Magic and is the only character who can use Summon.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
7	108	50	10	8	8	7	3

ATT	ACC	DEF	EVA	MGD	MGE
5	80	7	20	5	5

WEAPONRY

As a child, Rydia can wield **Knives**, **Rods**, and **Staffs**. Later on, Rydia loses the ability to use Staffs (along with White Magic), but gains physical offense by learning to use **Whips**.

ABILITIES

White Magic

Spell	Acquired
Cure	Innate
Sight	Innate
Hold	Innate
Confuse	Level 8
Esuna	Level 10
Cura	Level 12
Raise	Level 15

Black Magic

Spell	Acquired	Spell	Acquired	Spell	Acquired
Blizzard	Innate	Sleep	Level 8	Blizzaga	Level 38
Thunder	Innate	Poison	Level 10	Firaga	Level 40
Fire	Story	Warp	Level 12	Thundaga	Level 41
Blizzara	Story	Toad	Level 13	Break	Level 43
Drain	Story	Stop	Level 15	Death	Level 55
Fira	Story	Pig	Level 20	Tornado	Level 58
Quake	Story	Bio	Level 26	Flare	Level 60
Thundara	Story	Osmose	Level 33	Meteor	Level 80

Summon

Summon	Acquired
Whyt	Innate
Chocobo	Innate
Shiva	Story
Ramuh	Story
Ifrit	Story
Titan	Story
Dragon	Story
Goblin	0.4% drop from 002 Goblin
Bomb	0.4% drop from 105 Balloon
Cockatrice	0.4% drop from 026 Cockatrice
Mindflayer	0.4% drop from 056 Mindflayer
Sylph	Complete quests in Sylph Cave
Odin	Defeat Odin in Baron Castle's east tower basement
Asura	Defeat 182 Asura in Feymarch
Leviathan	Defeat 183 Leviathan in Feymarch
Bahamut	Defeat 186 Bahamut in Lair of the Father

Tellah

Once a powerful mage, Tellah's age has slowly eroded his ability to voluntarily call forth White and Black Magic. His current home is Kaipo, but he's originally from Mysidia. He dedicated his later years to his daughter, who means everything to him.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
13	217	90	6	7	8	25	24

ATT	ACC	DEF	EVA	MGD	MGE
6	80	7	22	5	4

WEAPONRY

Tellah the Sage can equip himself with **Rods** and **Staffs**, which can supplement his spell-casting ability when used as items.

ABILITIES

Recall

Attempt to recall and use forgotten spells.

Use: Recall has some use when Tellah's spell selection is limited. After a casting time of 3, Tellah attempts to conjure a spell from his past. He may remember nothing, but he just may recite a powerful incantation. There's even a chance he'll use the Twincast buff spells, but the odds aren't that great.

RECALL ODDS

Spell	Chance
Toad, or Failure	31%
Fire	10%
Blizzard	10%
Thunder	10%
Fira	6%
Blizzara	6%
Thundara	6%
Firaga	4%
Blizzaga	4%
Thundaga	4%
Bubble	3%
Bravery	3%
Faith	3%

White Magic

Spell	Acquired	Spell	Acquired
Blink	Innate	Dispel	Story
Confuse	Innate	Float	Story
Cura	Innate	Haste	Story
Esuna	Innate	Hold	Story
Raise	Innate	Libra	Story
Silence	Innate	Mini	Story
Teleport	Innate	Protect	Story
Arise	Story	Reflect	Story
Berserk	Story	Shell	Story
Curaga	Story	Sight	Story
Curaja	Story	Slow	Story
Cure	Story		

Black Magic

Spell	Acquired
Blizzard	Innate
Osmose	Innate
Poison	Innate
Sleep	Innate
Thunder	Innate
Bio	Story
Blizzaga	Story
Blizzara	Story
Break	Story
Drain	Story
Fira	Story
Firaga	Story
Fire	Innate
Meteor	Story
Pig	Story
Thundaga	Story
Thundara	Story
Toad	Story
Tornado	Story
Warp	Story

Edward

Edward is the prince of Damcyan, but spends time wandering as a bard. His soft upbringing and lifestyle have left Edward ill-suited for combat. Despite these limitations, Edward has other abilities that make him an asset to the group.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
9	128	30	12	10	9	6	3

ATT	ACC	DEF	EVA	MGD	MGE
5	100	6	26	7	5

WEAPONRY

While physically weak, Edward can still equip himself with **Knives** and **Harps**.

ABILITIES

Bardsong

Provide support effects through song.

Use: Bardsongs are a great way to buff the party or debilitate enemies without worrying about MP usage. Edward is not a particularly good fighter, which frees him up to make the most of his masterful harp play and enchanting singing voice.

Song	LVL Acquired
Lullaby	Innate
Alluring Air	Innate
Silent Verse	Innate
Life's Anthem	10
Toadsong	20
Hog Call	30
Hastemarch	40
Hero's Rime	50

Hide

Hide to avoid being attacked.

Use: Edward is exceptionally weak and vulnerable to attacks, especially when he first joins the party. Hide can be a useful tool to protect him while he levels up.

Salve

Use items on entire party.

Use: Salve aids survivability greatly by allowing the use of items like Potions and Phoenix Downs on the entire party at one time. This ability works hand-in-hand with Item Lore and Auto-Potion.

Rosa

A close friend of Cecil and Kain, Rosa is a respected White Mage from Baron. She is a strong-willed individual who wants to prove to Cecil that she can stand with him in the heat of battle. Rosa becomes a strong pillar of support for the party from the moment she joins the adventure.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
15	229	91	11	10	9	11	29

ATT	ACC	DEF	EVA	MGD	MGE
6	80	6	15	8	7

WEAPONRY

Rosa can equip **Knives** and **Staffs**. She also provides decent offense from the backline when needed by using **Bows & Arrows**.

ABILITIES

Aim

Ensure attack hits the target.

Uses: Rosa is not an effective powerhouse compared to many other characters, but her attacks can be helpful—especially with status effect arrows. When her offense is needed, Aim guarantees she won't miss. However, with a casting time of 1, Aim is slightly slower than simply using Attack.

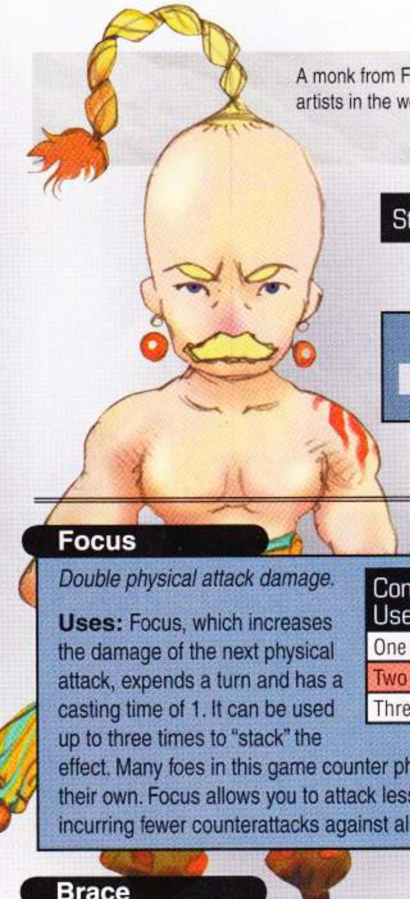
Pray

Pray to restore HP and MP.

Uses: During less difficult battles, Rosa can get by using Pray for support by itself. Pray has a casting time of 2 and restores 10-15% HP and 5-11% MP for all party members. Pray has a small chance of failure, but it works more often than not. In addition to healing without using up MP or items, Pray also keeps everyone stocked with MP, thereby reducing the party's reliance on Ethers, Elixirs, Tents, and Cottages.

White Magic

Spell	Acquired	Spell	Acquired
Cure	Innate	Confuse	Level 24
Hold	Innate	Teleport	Level 26
Libra	Innate	Berserk	Level 30
Sight	Innate	Curaga	Level 31
Slow	Innate	Mini	Level 32
Raise	Innate	Dispel	Level 33
Protect	Innate	Haste	Level 35
Cura	Innate	Float	Level 38
Silence	Innate	Reflect	Level 40
Esuna	Level 18	Curaja	Level 45
Shell	Level 20	Arise	Level 55
Blink	Level 23	Holy	Level 60



Yang

A monk from Fabul, Yang trained intensely from a young age and has become one of the most powerful martial artists in the world. Often selfless in his actions, he is a man held in the highest regard by all who know him.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
20	891	16	25	13	24	2	3

ATT	ACC	DEF	EVA	MGD	MGE
30	100	7	30	4	2

WEAPONRY

Yang outfits himself with **Claws**, which serve to strengthen his punches and kicks.

ABILITIES

Focus

Double physical attack damage.

Uses: Focus, which increases the damage of the next physical attack, expends a turn and has a casting time of 1. It can be used up to three times to "stack" the effect. Many foes in this game counter physical attacks with blows of their own. Focus allows you to attack less often but for more damage, incurring fewer counterattacks against allies in the process.

Consecutive Focus Uses	DMG Multiplier
One use	2x
Two uses	3.3x
Three uses	4.5x

Brace

Reduce all damage by 75%.

Uses: Brace is basically a super-charged Defend command. It has a casting time of 1 and expends a turn.

Kick

Perform a flying kick against enemy party.

Uses: Kick is basically a normal attack, directed at the entire enemy party. This ability has a casting time of 2, making it slightly slower than normal attacks. If there is only one foe, Kick inflicts the same damage as Attack. Strike more foes, however, and the damage is spread to each of them, with a slight bonus in favor of the Kick user. Use Kick to greatly speed up some encounters by killing or heavily damaging all foes outright.

KICK DAMAGE DISTRIBUTION

Foes	DMG to Each Foe
1	100%
2	60%
3	50%
4	40%
5	30%
6	20%

Cid

An engineer from Baron, Cid lives life to the fullest with a brash personality and a tremendous sense of humor. Cid built Baron's fleet of airships and dotes over them as a caring father does his daughters.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
20	817	0	22	9	23	5	5

ATT	ACC	DEF	EVA	MGD	MGE
55	90	2	10	0	0

WEAPONRY

A master engineer, handyman and laborer, Cid is effective with both **Hammers** and **Axes**.

ABILITIES

Analyze

Determine the status of all enemies.

Uses: Analyze replicates the effect of the Libra spell and Bestiary item, but without cost to your gil purse or MP pool. It also targets the entire enemy party.

Upgrade

Use items to change weapon's damage type.

Uses: Upgrade uses up a turn with a casting time of 1, burns an item, and adds an element to physical attacks. The element added depends upon the item used in the Upgrade. This ability's use is situational, but when foes are vulnerable to Fire, Ice, Thunder, or Earth it can only help.

Upgrade Items

Item	Element
Red Fang	Fire
Bomb Fragment	Fire
Bomb Crank	Fire
White Fang	Ice
Antarctic Wind	Ice
Arctic Wind	Ice
Blue Fang	Thunder
Zeus's Wrath	Thunder
Heavenly Wrath	Thunder
Gaia Drum	Earth

Palom

A young and precocious Black Mage of Mysidia, Palom constantly questions or critiques everyone around him. His attitude and actions often land him in hot water with the elder of his hometown.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	231	90	7	8	5	17	10

ATT	ACC	DEF	EVA	MGD	MGE
12	80	12	29	12	12

WEAPONRY

While his focus is spell-casting, Palom can wield **Knives** and **Rods**.

ABILITIES

Bluff

Double Intellect.

Uses: Bluff greatly increases the damage from any practitioner of Black Magic. Bluffing takes up one turn and has a casting time of 1.

Black Magic

Spell	Acquired	Spell	Acquired	Spell	Acquired
Fire	Innate	Thundara	Level 14	Firaga	Level 33
Blizzard	Innate	Break	Level 15	Thundaga	Level 34
Poison	Innate	Bio	Level 19	Quake	Level 36
Sleep	Innate	Toad	Level 22	Stop	Level 40
Thunder	Innate	Osmose	Level 23	Death	Level 46
Pig	Level 11	Drain	Level 26	Tornado	Level 48
Blizzara	Level 12	Warp	Level 29	Flare	Level 50
Fira	Level 13	Blizzaga	Level 32	Meteor	Level 55

Twincast

Cast powerful spells in tandem.

Uses: Palom & Porom come equipped with a unique, cooperative school of magic. Both characters must begin Twincast in the same turn. They both expend the required MP and casting time, then cast the spell.

Twincast

Spell	Cost	Description	Pwr	Acc	Cast Time	Target
Pyroblast	30 MP	Strikes foes with a miniature version of Flare.	140	100	8	All foes
Comet	50 MP	Strikes foes with a miniature version of Meteor.	180	100	10	All foes

Porom

Porom, a White Mage of Mysidia, is Palom's twin. She often attempts to correct her brother's lack of manners, but her scolding never seems to leave an impression on him that lasts longer than a few seconds.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	226	81	8	7	6	10	18

ATT	ACC	DEF	EVA	MGD	MGE
9	80	12	29	12	12

WEAPONRY

Porom's weapon proficiency is limited to the white mage's calling card, **Staffs**.

ABILITIES

White Magic

Spell	Acquired	Spell	Acquired	Spell	Acquired
Cure	Innate	Silence	Level 15	Mini	Level 32
Hold	Innate	Shell	Level 18	Curaga	Level 33
Libra	Innate	Teleport	Level 19	Haste	Level 38
Sight	Innate	Esuna	Level 20	Float	Level 40
Slow	Innate	Blink	Level 23	Reflect	Level 44
Raise	Level 11	Confuse	Level 25	Curaja	Level 48
Protect	Level 12	Berserk	Level 29	Holy	Level 52
Cura	Level 13	Dispel	Level 31	Arise	Level 56

Cry

Reduce enemies' Defense by half.

Uses: Opening a fight with Cry enhances physical damage for everyone for the remainder of the battle. Cry expends a turn and has a casting time of 1.

Edge

The ninja-prince of Eblan, Edge lacks neither confidence nor bravery, but possesses little restraint. His strong sense of justice often overrides his ability to recognize situations that may be too much for him to handle alone.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
35	1458	100	42	41	26	20	14

ATT	ACC	DEF	EVA	MGD	MGE
70	100	19	42	6	5

WEAPONRY

Like many of his comrades, Edge can equip **Knives**. His strongest offense comes from **Katanas** and **Throwing Weapons**, Eblanese weapons that are exclusive to Edge.

ABILITIES

Steal

Steal items from an enemy.

Uses: Pillaging foes for extra rewards. The Darkness augment can only be obtained by successfully stealing from 185 Odin.

Throw

Throw weapons at enemies.

Uses: Only Edge can use surplus armaments as throwing weapons. He can also use shurikens specifically designed for this purpose. Throwing has a casting time of 1. As a reminder, don't toss anything you need to keep!

Ninjutsu

Ninjutsu	Acquired
Flame	Innate
Smoke	Innate
Shadowbind	Innate
Mirage	Innate
Flood	Story
Blitz	Story
Tremor	Level 40
Gale	Level 50
Frost	Level 60

Fusoya

The enigmatic caretaker of the Lunarians, Fusoya was tasked with watching over his people to ensure their safe slumber. While his exact age is unknown, Fusoya's knowledge is vast and stretches into the distant past, but also includes glimpses into the future.

Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
50	2006	190	10	20	10	45	50

ATT	ACC	DEF	EVA	MGD	MGE
26	80	23	28	24	22

WEAPONRY

With a vast knowledge of both White and Black Magic, Fusoya can also wield the tools of white and black mages—**Rods** and **Staffs**.

ABILITIES

White Magic

Spell	Acquired	Spell	Acquired
Cure	Innate	Shell	Innate
Cura	Innate	Slow	Innate
Curaga	Innate	Haste	Innate
Curaja	Innate	Berserk	Innate
Esuna	Innate	Reflect	Innate
Raise	Innate	Dispel	Innate
Arise	Innate	Libra	Innate
Hold	Innate	Mini	Innate
Silence	Innate	Teleport	Innate
Confuse	Innate	Sight	Innate
Blink	Innate	Float	Innate
Protect	Innate	Holy	Innate

Black Magic

Spell	Acquired	Spell	Acquired
Fire	Innate	Toad	Innate
Fira	Innate	Stop	Innate
Firaga	Innate	Osmose	Innate
Blizzard	Innate	Drain	Innate
Blizzara	Innate	Bio	Innate
Blizzaga	Innate	Tornado	Innate
Thunder	Innate	Break	Innate
Thundara	Innate	Pig	Innate
Thundaga	Innate	Quake	Innate
Sleep	Innate	Death	Innate
Poison	Innate	Flare	Innate
Warp	Innate	Meteor	Innate

Bless

Restore MP.

Uses: Bless expends a turn and has a casting time of 2. After its use, the entire party replenishes 5-10% of their MP each turn. Since Fusoya has a smaller MP pool than other mages (not to mention lower Intellect and Spirit), this should usually be his first action, ensuring bonus MP for everyone throughout the battle.

Magic

Magic

Magic takes many forms in *FINAL FANTASY IV*. It is a powerful tool used to harm and incapacitate enemies, or heal allies and augment their abilities. In this section, indicated casting times (where applicable) are shown in seconds, but bear in mind the absolute time taken depends upon the battle speed option in the Settings menu—the lower the number, the faster the battles.

Spells that come standard on certain characters are labeled Innate, while abilities earned through story events are simply marked Story to avoid any potential spoilers. A number indicates that the spell becomes available when the character reaches a given level.

Black Magic

The Black mages (Rydia, Tellah, Palom, and Fusoya) provide a constant and tremendous source of damage. They can lay waste to entire enemy parties, drawing upon knowledge of the elements to deal bonus damage on occasion. They're even capable of a few enfeebles like Stop and Toad and can deal severe damage over time in long battles with the Sap effect caused by Bio. Finally, against enemies vulnerable to the effects, fights can be ended instantly with Break and Death! The potency of black magic is based on the user's Intellect.

Fire

COST: 5 MP
DESCRIPTION: Attack with fire.
POWER: 20
ACCURACY: 100
CASTING TIME: 1
TARGET: One foe or all foes

RYDIA: Story
TELLAH: Story
PALOM: 33
FUSOYA: Innate

Fira

COST: 15 MP
DESCRIPTION: Attack with fire.
POWER: 50
ACCURACY: 100
CASTING TIME: 3
TARGET: One foe or all foes

RYDIA: Story
TELLAH: Story
PALOM: 13
FUSOYA: Innate

Firaga

COST: 30 MP
DESCRIPTION: Attack with fire.
POWER: 110
ACCURACY: 100
CASTING TIME: 6
TARGET: One foe or all foes

RYDIA: 40
TELLAH: Story
PALOM: 33
FUSOYA: Innate

Blizzard

COST: 5 MP
DESCRIPTION: Attack with ice.
POWER: 20
ACCURACY: 100
CASTING TIME: 1
TARGET: One foe or all foes

RYDIA: Innate
TELLAH: Innate
PALOM: Innate
FUSOYA: Innate

Blizzara

COST: 15 MP
DESCRIPTION: Attack with ice.
POWER: 50
ACCURACY: 100
CASTING TIME: 3
TARGET: One foe or all foes

RYDIA: Story
TELLAH: Story
PALOM: 12
FUSOYA: Innate

Blizzaga

COST: 30 MP
DESCRIPTION: Attack with ice.
POWER: 110
ACCURACY: 100
CASTING TIME: 6
TARGET: One foe or all foes

RYDIA: 38
TELLAH: Story
PALOM: 32
FUSOYA: Innate

Thunder

COST: 5 MP
DESCRIPTION: Attack with thunder.
POWER: 20
ACCURACY: 100
CASTING TIME: 1
TARGET: One foe or all foes

RYDIA: Innate
TELLAH: Innate
PALOM: Innate
FUSOYA: Innate

Thundara

COST: 15 MP
DESCRIPTION: Attack with thunder.
POWER: 50
ACCURACY: 100
CASTING TIME: 3
TARGET: One foe or all foes

RYDIA: Story
TELLAH: Story
PALOM: 14
FUSOYA: Innate

Thundaga

COST: 30 MP

DESCRIPTION: Attack with thunder.

POWER: 110

ACCURACY: 100

CASTING TIME: 6

TARGET: One foe or all foes

RYDIA: 41
TELLAH: Story
PALOM: 34
FUSOYA: Innate

Sleep

COST: 15 MP

DESCRIPTION: Put targets to sleep.

POWER: N/A

ACCURACY: 55

CASTING TIME: 2

TARGET: One foe or all foes

RYDIA: 8
TELLAH: Innate
PALOM: Innate
FUSOYA: Innate

Poison

COST: 2 MP

DESCRIPTION: Poison targets.

POWER: N/A

ACCURACY: 80

CASTING TIME: 1

TARGET: One foe or all foes

RYDIA: 10
TELLAH: Innate
PALOM: Innate
FUSOYA: Innate

Warp

COST: 10 MP

DESCRIPTION: Return to the previous floor.

POWER: N/A

ACCURACY: 100

CASTING TIME: N/A

TARGET: All allies

RYDIA: 12
TELLAH: Story
PALOM: 29
FUSOYA: Innate

Toad

COST: 10 MP

DESCRIPTION: Polymorph targets into toads.

POWER: N/A

ACCURACY: 100

CASTING TIME: 2

TARGET: One foe or all foes

RYDIA: 13
TELLAH: Story
PALOM: 22
FUSOYA: Innate

Stop

COST: 30 MP

DESCRIPTION: Suspend time, rendering targets immobile.

POWER: N/A

ACCURACY: 70

CASTING TIME: 5

TARGET: One foe

RYDIA: 15
TELLAH: N/A
PALOM: 40
FUSOYA: Innate

Osmose

COST: 5 MP

DESCRIPTION: Absorb MP from target.

POWER: 10

ACCURACY: 100

CASTING TIME: 4

TARGET: One foe

RYDIA: 33
TELLAH: Innate
PALOM: 23
FUSOYA: Innate

Drain

COST: 15 MP

DESCRIPTION: Absorb HP from target.

POWER: 30

ACCURACY: 100

CASTING TIME: 3

TARGET: One foe

RYDIA: Story
TELLAH: Story
PALOM: 26
FUSOYA: Innate

Bio

COST: 20 MP

DESCRIPTION: Inflict non-elemental damage and sap status.

POWER: 40

ACCURACY: 100

CASTING TIME: 3

TARGET: One foe or all foes

RYDIA: 26
TELLAH: Story
PALOM: 19
FUSOYA: Innate

Tornado

COST: 30 MP

DESCRIPTION: Reduce target's HP to critical.

POWER: N/A

ACCURACY: 70

CASTING TIME: 6

TARGET: One foe

RYDIA: 58
TELLAH: Story
PALOM: 48
FUSOYA: Innate

Break

COST: 20 MP

DESCRIPTION: Turn target to stone.

POWER: N/A

ACCURACY: 100

CASTING TIME: 2

TARGET: One foe

RYDIA: 43
TELLAH: Story
PALOM: 15
FUSOYA: Innate

Pig

COST: 10 MP

DESCRIPTION: Polymorph targets into pigs.

POWER: N/A

ACCURACY: 100

CASTING TIME: 2

TARGET: One foe or all foes

RYDIA: 20
TELLAH: Story
PALOM: 11
FUSOYA: Innate

Quake

COST: 30 MP
POWER: 110
ACCURACY: 100
CASTING TIME: 4
TARGET: All foes
DESCRIPTION: Deal devastating earth damage.

RYDIA: Story
PALOM: 36
TELLAH: N/A
FUSOYA: Innate

Death

COST: 40 MP
POWER: N/A
ACCURACY: 30
CASTING TIME: 4
TARGET: One foe
DESCRIPTION: Instantly KO targets.

RYDIA: 55
PALOM: 46
TELLAH: N/A
FUSOYA: Innate

Flare

COST: 55 MP
POWER: 160
ACCURACY: 100
CASTING TIME: 4
TARGET: One foe
DESCRIPTION: Attack with thermal blasts.

RYDIA: 60
PALOM: 50
TELLAH: N/A
FUSOYA: Innate

Meteor

COST: 99 MP
POWER: 250
ACCURACY: 100
CASTING TIME: 10
TARGET: All foes
DESCRIPTION: Summon forth meteors.

RYDIA: 80
PALOM: 55
TELLAH: Story
FUSOYA: Innate

White Magic

White magic forms the foundation of support and the characters gifted with it (Rydia, Rosa, Tellah, Porom, and Fusoya) are indispensible in any successful adventure. Allied lifespans are extended with Blink, Protect, and Shell, while offense is buffed by Haste and Berserk. When a situation goes awry, use Cure and Raise spells to soothe battered bodies. These same healing spells are effective weapons against the undead, causing damage rather than curing these unholy apparitions. White mages also provide invaluable enfeebling through spells like Slow and Dispel. The potency of white magic is based on the user's Spirit.

Cure

COST: 3 MP
POWER: 24
ACCURACY: 100
CASTING TIME: 1
TARGET: One ally or all allies
DESCRIPTION: Restore a small amount of HP.

RYDIA: Innate
ROSA: Innate
CECIL: Innate
TELLAH: Story
POROM: Innate
FUSOYA: Innate

Cura

COST: 9 MP
POWER: 48
ACCURACY: 100
CASTING TIME: 2
TARGET: One ally or all allies
DESCRIPTION: Restore a moderate amount of HP.

RYDIA: 12
ROSA: 13
CECIL: 20
TELLAH: Innate
POROM: 13
FUSOYA: Innate

Curaga

COST: 18 MP
POWER: 72
ACCURACY: 100
CASTING TIME: 3
TARGET: One ally or all allies
DESCRIPTION: Restore a large amount of HP.

RYDIA: N/A
ROSA: 31
CECIL: N/A
TELLAH: Story
POROM: 33
FUSOYA: Innate

Curaja

COST: 40 MP
POWER: 128
ACCURACY: 100
CASTING TIME: 4
TARGET: One ally or all allies
DESCRIPTION: Restore a very large amount of HP.

RYDIA: N/A
ROSA: 45
CECIL: N/A
TELLAH: Story
POROM: 48
FUSOYA: Innate

Esuna

COST: 15MP

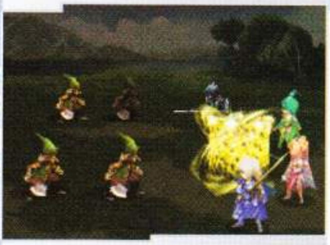
POWER: N/A

ACCURACY: 100

CASTING TIME: 2

TARGET: One ally

DESCRIPTION: Remove all status ailments.



RYDIA:	10	**TELLAH:**	Innate
ROSA:	18	**POROM:**	20
CECIL:	35	**FUSOYA:**	Innate

Raise

COST: 25MP

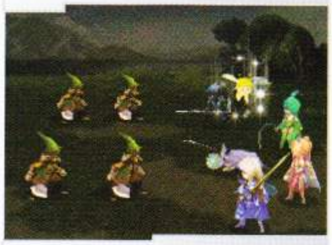
POWER: N/A

ACCURACY: 100

CASTING TIME: 4

TARGET: One ally

DESCRIPTION: Revive KO'd target.



RYDIA:	15	**TELLAH:**	Innate
ROSA:	11	**POROM:**	11
CECIL:	40	**FUSOYA:**	Innate

Arise

COST: 70MP

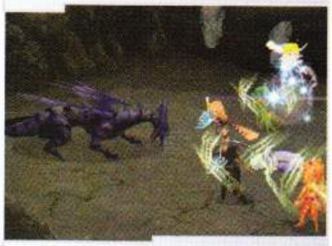
POWER: N/A

ACCURACY: 100

CASTING TIME: 8

TARGET: One ally

DESCRIPTION: Revive KO'd target and restore HP.



RYDIA:	N/A	**TELLAH:**	Story
ROSA:	55	**POROM:**	56
CECIL:	N/A	**FUSOYA:**	Innate

Hold

COST: 5MP

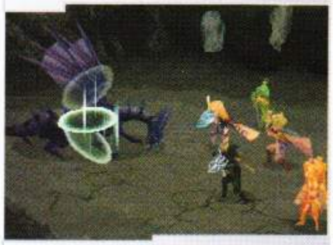
POWER: N/A

ACCURACY: 45

CASTING TIME: 1

TARGET: One foe

DESCRIPTION: Inflict paralyze status.



RYDIA:	Innate	**TELLAH:**	Story
ROSA:	Innate	**POROM:**	Innate
CECIL:	N/A	**FUSOYA:**	Innate

Silence

COST: 8MP

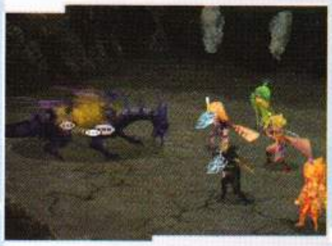
POWER: N/A

ACCURACY: 60

CASTING TIME: 1

TARGET: One foe or all foes

DESCRIPTION: Inflict silence status.



RYDIA:	N/A	**TELLAH:**	Innate
ROSA:	15	**POROM:**	15
CECIL:	N/A	**FUSOYA:**	Innate

Confuse

COST: 5MP

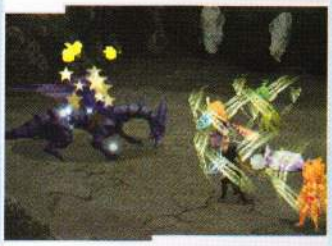
POWER: N/A

ACCURACY: 60

CASTING TIME: 1

TARGET: One foe or all foes

DESCRIPTION: Inflict confuse status.



RYDIA:	8	**TELLAH:**	Innate
ROSA:	24	**POROM:**	25
CECIL:	N/A	**FUSOYA:**	Innate

Blink

COST: 10MP

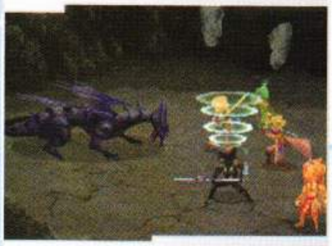
POWER: N/A

ACCURACY: 100

CASTING TIME: 1

TARGET: One ally

DESCRIPTION: Deflect physical attacks with a magic barrier.



RYDIA:	N/A	**TELLAH:**	Innate
ROSA:	23	**POROM:**	23
CECIL:	N/A	**FUSOYA:**	Innate

Protect

COST: 15MP

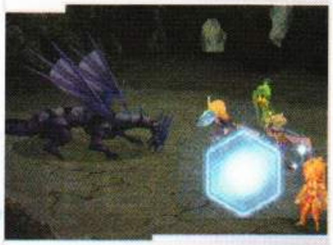
POWER: N/A

ACCURACY: 100

CASTING TIME: 1

TARGET: One ally or all allies

DESCRIPTION: Boost target's Defense.



RYDIA:	N/A	**TELLAH:**	Story
ROSA:	12	**POROM:**	12
CECIL:	10	**FUSOYA:**	Innate

Shell

COST: 15MP

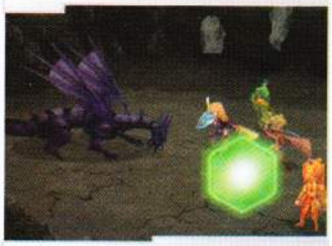
POWER: N/A

ACCURACY: 100

CASTING TIME: 1

TARGET: One ally or all allies

DESCRIPTION: Boost target's Magic Defense.



RYDIA:	N/A	**TELLAH:**	Story
ROSA:	20	**POROM:**	18
CECIL:	33	**FUSOYA:**	Innate

Slow

COST: 10MP

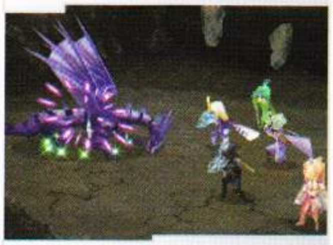
POWER: N/A

ACCURACY: 90

CASTING TIME: 1

TARGET: One foe or all foes

DESCRIPTION: Reduce target's Speed.



RYDIA:	N/A	**TELLAH:**	Story
ROSA:	Innate	**POROM:**	Innate
CECIL:	N/A	**FUSOYA:**	Innate

Haste

COST: 20MP

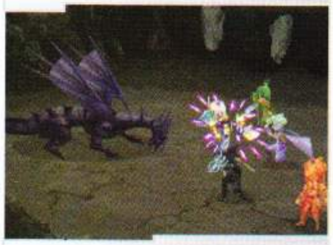
POWER: N/A

ACCURACY: 100

CASTING TIME: 1

TARGET: One ally

DESCRIPTION: Boost target's Speed.



RYDIA:	N/A	**TELLAH:**	Story
ROSA:	35	**POROM:**	38
CECIL:	N/A	**FUSOYA:**	Innate

Berserk

COST: 15MP

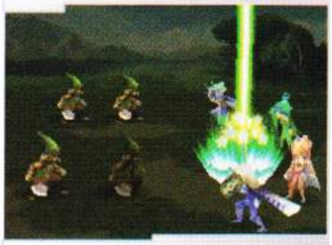
POWER: N/A

ACCURACY: 100

CASTING TIME: 1

TARGET: One ally or foe

DESCRIPTION: Send target into an uncontrollable rage.



RYDIA:	N/A	**TELLAH:**	Story
ROSA:	30	**POROM:**	29
CECIL:	N/A	**FUSOYA:**	Innate

Reflect

COST: 30MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 2
TARGET: One ally

DESCRIPTION:
Reflect magical attacks.

RYDIA: N/A
ROSA: 40
CECIL: N/A
TELLAH: Story
POROM: 44
FUSOYA: Innate

Dispel

COST: 15MP
POWER: N/A
ACCURACY: 90
CASTING TIME: 2
TARGET: One foe

DESCRIPTION:
Remove magical effects on the target.

RYDIA: N/A
ROSA: 33
CECIL: N/A
TELLAH: Story
POROM: 31
FUSOYA: Innate

Libra

COST: 1MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 1
TARGET: One foe

DESCRIPTION:
Reveal target's status information.

RYDIA: N/A
ROSA: Innate
CECIL: 8
TELLAH: Story
POROM: Innate
FUSOYA: Innate

Mini

COST: 10MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 2
TARGET: One foe

DESCRIPTION:
Inflict mini status.

RYDIA: N/A
ROSA: 32
CECIL: N/A
TELLAH: Story
POROM: 32
FUSOYA: Innate

Teleport

COST: 20MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 3
TARGET: All allies

DESCRIPTION:
Warp out of a cave or dungeon, or escape from battle.

RYDIA: N/A
ROSA: 26
CECIL: 29
TELLAH: Innate
POROM: 19
FUSOYA: Innate

Sight

COST: 5MP
POWER: N/A
ACCURACY: N/A
CASTING TIME: N/A
TARGET: N/A

DESCRIPTION:
Display mini-map of area.

RYDIA: Innate
ROSA: Innate
CECIL: 3
TELLAH: Story
POROM: Innate
FUSOYA: Innate

Float

COST: 8MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 2
TARGET: One ally or all allies

DESCRIPTION:
Cause target to hover above the ground.

RYDIA: N/A
ROSA: 38
CECIL: N/A
TELLAH: Story
POROM: 40
FUSOYA: Innate

Holy

COST: 50MP
POWER: 140
ACCURACY: 100
CASTING TIME: 8
TARGET: One foe

DESCRIPTION:
Attack with holy.

RYDIA: N/A
ROSA: 60
CECIL: N/A
TELLAH: N/A
POROM: 52
FUSOYA: Innate

Summon Magic

The ability to Summon makes Rydia more powerful than a standalone black mage. Her elemental summons are stronger than their most powerful black magic equivalents—at no extra cost to MP—and her ultimate offensive summons are as powerful as anything the game has to offer. Rydia can also learn a few support summons and some ultra-rare novelty summons of normal enemies. Finally, Whyt can be crafted into essentially whatever sort of Rydia substitute you'd like. Summon potency is based on Rydia's Intellect.

Whyt

COST: 50MP

POWER: N/A

ACCURACY: 100

CASTING TIME: 3

TARGET: Varies

DESCRIPTION: Summon Whyt to fight for Rydia.

RYDIA: Innate

Chocobo

COST: 10MP

POWER: 20

ACCURACY: 100

CASTING TIME: 2

TARGET: All foes

DESCRIPTION: Summon chocobo to attack.

RYDIA: Innate

Goblin

COST: 5MP

POWER: 30

ACCURACY: 100

CASTING TIME: 3

TARGET: One foe

DESCRIPTION: Summon goblin to attack.

RYDIA: 0.4% drop from 002 Goblin

Bomb

COST: 20MP

POWER: 40

ACCURACY: 100

CASTING TIME: 3

TARGET: One foe

DESCRIPTION: Summon bomb to attack.

RYDIA: 0.4% drop from 105 Balloon

Cockactrice

COST: 20MP

POWER: 50

ACCURACY: 100

CASTING TIME: 3

TARGET: One foe

DESCRIPTION: Summon cockatrice to attack. Petrifies.

RYDIA: 0.4% drop from 026 Cockatrice

Mindflayer

COST: 20MP

POWER: 50

ACCURACY: 100

CASTING TIME: 3

TARGET: One foe

DESCRIPTION: Summon Mindflayer to attack. Paralyzes.

RYDIA: 0.4% drop from 056 Mindflayer

Shiva

COST: 30MP

POWER: 120

ACCURACY: 100

CASTING TIME: 6

TARGET: All foes

DESCRIPTION: Summon Shiva to attack.

RYDIA: Story

Ramuh

COST: 30MP

POWER: 120

ACCURACY: 100

CASTING TIME: 6

TARGET: All foes

DESCRIPTION: Summon Ramuh to attack.

RYDIA: Story

Ifrit

COST: 30MP

POWER: 120

ACCURACY: 100

CASTING TIME: 6

TARGET: All foes

DESCRIPTION: Summon Ifrit to attack.

RYDIA: Story

Titan

COST: 30MP

POWER: 120

ACCURACY: 100

CASTING TIME: 6

TARGET: All foes

DESCRIPTION: Summon Titan to attack.

RYDIA: Story

Dragon

COST: 35MP

POWER: 130

ACCURACY: 100

CASTING TIME: 6

TARGET: All foes

DESCRIPTION: Summon Mist Dragon to attack. Damage is holy element.

RYDIA: Story

Sylph

COST: 25MP

POWER: 60

ACCURACY: 100

CASTING TIME: 4

TARGET: One foe and all allies

DESCRIPTION: Summon Sylphs to drain enemy HP.

RYDIA: Complete quests in Sylph Cave

Odin

COST: 55MP

POWER: N/A

ACCURACY: 100

CASTING TIME: 8

TARGET: All foes

DESCRIPTION: Summon Odin to attack. Enemies vulnerable to Death are defeated.

RYDIA: Defeat 185 Odin in Castle Baron's east tower basement

Asura

COST: 40MP

POWER: N/A

ACCURACY: 100

CASTING TIME: 8

TARGET: All allies

DESCRIPTION: Summon Asura for random results. Cura, Protect, or Raise is cast on all allies.

RYDIA: Defeat 182 Asura in Feymarch

Leviathan

COST: 75MP

POWER: 200

ACCURACY: 100

CASTING TIME: 8

TARGET: All foes

DESCRIPTION: Summon Leviathan to attack.

RYDIA: Defeat 183 Leviathan in Feymarch

Bahamut

COST: 99MP

POWER: 250

ACCURACY: 100

CASTING TIME: 10

TARGET: All foes

DESCRIPTION: Summon Bahamut to attack.

RYDIA: Defeat 186 Bahamut in Lair of the Father

Twin Magic

Twin magic is an unpredictable but incredibly powerful type of magic. Palom and Porom inherently have access to this unique, cooperative school of magic. In addition, it's possible to acquire a pair of Twincast augments per playthrough. Two characters with the ability must begin Twincast during the same turn. They both expend the required MP and casting time, then cast the spell.

Pyroblast

COST: 30MP

POWER: 140

ACCURACY: 100

CASTING TIME: 8

TARGET: All foes

DESCRIPTION: Strikes foes with a miniature version of Flare.

DUO: Any two characters

Comet

COST: 50MP

POWER: 180

ACCURACY: 100

CASTING TIME: 10

TARGET: All foes

DESCRIPTION: Strikes foes with a miniature version of Meteor.

DUO: Any two characters

Bubble

COST: 50MP

POWER: N/A

ACCURACY: 100

CASTING TIME: 8

TARGET: All allies

DESCRIPTION: Doubles HP of allies.

DUO: Kain & Cecil or Rosa

Faith

COST: 50MP

POWER: N/A

ACCURACY: 100

CASTING TIME: 8

TARGET: All allies

DESCRIPTION: Increases magic attack power of allies.

DUO: Rydia & Cecil or Rosa

Bravery

COST: 50MP

POWER: N/A

ACCURACY: 100

CASTING TIME: 8

TARGET: All allies

DESCRIPTION: Increases attack power of allies.

DUO: Edge & Cecil or Rydia

Ultima

COST: 99MP

POWER: 999

ACCURACY: 100

CASTING TIME: 20

TARGET: All foes

DESCRIPTION: Attack with devastating magical energy.

DUO: Cecil & Rosa

Ninjutsu

Like black mages, ninjas are schooled in the dark arts, although the results are somewhat different. Only Edge has access to ninjutsu to exploit elemental weaknesses of foes, paralyze the enemy, create a Blink effect to protect himself, or escape from battles with ease.

Flame

COST: 20 MP
POWER: 80
ACCURACY: 100
CASTING TIME: 3
TARGET: All foes

DESCRIPTION: Attack with fire.

EDGE: Innate

Smoke

COST: 5 MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 1
TARGET: All allies

DESCRIPTION: Escape from battle.

EDGE: Innate

Shadowbind

COST: 15 MP
POWER: 65
ACCURACY: 100
CASTING TIME: 1
TARGET: One foe

DESCRIPTION: Stop the target's actions.

EDGE: Innate

Mirage

COST: 5 MP
POWER: N/A
ACCURACY: 100
CASTING TIME: 2
TARGET: Edge

DESCRIPTION: Evade physical attacks.

EDGE: Innate

Tremor

COST: 20 MP
POWER: 80
ACCURACY: 100
CASTING TIME: 3
TARGET: All foes

DESCRIPTION: Attack with earth.

EDGE: 40

Gale

COST: 20 MP
POWER: 80
ACCURACY: 100
CASTING TIME: 3
TARGET: All foes

DESCRIPTION: Attack with wind.

EDGE: 50

Frost

COST: 20 MP
POWER: 80
ACCURACY: 100
CASTING TIME: 3
TARGET: All foes

DESCRIPTION: Attack with ice.

EDGE: 60

Flood

COST: 20 MP
POWER: 80
ACCURACY: 100
CASTING TIME: 3
TARGET: All foes

DESCRIPTION: Attack with water.

EDGE: Story

Blitz

COST: 20 MP
POWER: 80
ACCURACY: 100
CASTING TIME: 3
TARGET: All foes

DESCRIPTION: Attack with thunder.

EDGE: Story

Augments

Augments represent a new and exciting gameplay addition to this remake of *FINAL FANTASY IV*. They allow you to grant certain abilities to any character you choose, something not possible in previous versions. Creative use of augments can make combat more flexible and fun and can make the game's upgraded difficulty more manageable. Augments are received throughout the game through story progression, by completing special quests, and after certain characters have departed permanently. One augment must be taken from a kingly Eidolon, and a few come from accomplishments such as defeating the game or getting 100% completion on all in-game maps. Augments remain in your inventory until used and can be hoarded for an initial playthrough and up to two subsequent playthroughs. Except for a few choice augments that can only be received once, this means you can ultimately get up to three copies of most augments to dole out among characters.

Remember that many of the best augments are obtained only through giving augments to characters who do not stick around, and be aware that sometimes you won't reap the rewards of your ability-gifting until much later in the game. Don't assign augments carelessly; think about how you'd like to develop your party as a whole up to three total playthroughs—augments and abilities carry forward from one completed game to a new one! With just a little planning, your party can become fiendishly powerful at the end of your first playthrough, making your second and third playthroughs much easier and allowing you to focus efforts on preparing for two new optional super-bosses!

Augment List

All the abilities are described in detail here, including the means to acquire them. Augments that are also abilities inherent to certain characters are labeled Innate, while augments earned through story events are simply marked Story, thereby avoiding any potential spoilers. Augments are generally listed in the order in which they are encountered in the main game—provided no augments are missed! Indicated casting times, where applicable, are shown in seconds, but bear in mind the absolute time taken depends upon the battle speed option in the Settings menu—the lower the number, the faster the battles.

DARKNESS

Sacrifice HP to attack for double damage.

Acquisition: Innate to Cecil; steal from 185 Odin.

Uses: Darkness must first be activated, using one turn. Once active, damage output for physical attacks in the next several turns is doubled, and 10% HP is consumed for any successful hit. Since the HP loss is not significant and the bonus to damage is so good, Darkness is an excellent ability for any heavy physical damage dealer. It's especially useful on Kain, who can stack it with his unique Jump ability, which already doubles his base damage!

RECALL

Attempt to recall and use forgotten spells.

Acquisition: Innate to Tellah; received after Tellah confronts his nemesis.

Uses: One way to use Recall is to give it to a character to earn additional augments from that character. There is always a chance of failure, or the character may Recall a spell that requires more MP than that character has currently; either one results in a wasted action.

Recall Odds

Spell	Chance
Toad or Failure	31%
Fire	10%
Blizzard	10%
Thunder	10%
Fira	6%
Blizzara	6%
Thundara	6%
Firaga	4%
Blizzaga	4%
Thundaga	4%
Bubble	3%
Bravery	3%
Faith	3%

LAST STAND

Double Defense when HP is critical.

Acquisition: Received after Tellah confronts his nemesis, if Tellah was given at least one augment beforehand.

Uses: Last Stand can be useful on frontline characters who receive the brunt of enemy damage. With Cecil most likely using Cover or Draw Attacks, it makes sense to give it to him. However, there are ultimately other abilities that serve Cecil better, so you may consider giving Last Stand to another character simply to ensure that you receive their augments.

FAST TALKER

Reduce casting time of spells.

Acquisition: Received after Tellah confronts his nemesis, if Tellah was given at least two augments beforehand.

Uses: Any mage is greatly aided by this augment, which grants quicker spellcasting. Giving this to Rydia makes the most sense on the first playthrough. Some of the game's most powerful spells, like Bahamut and Meteor (identical in effect, power, and casting time), are made far more useful by having reduced casting times.

BARDSONG

Provide support effects through song.

Acquisition: Innate to Edward; receive from Edward in Troia after battle with 165 Dark Elf.

Uses: Bardsongs are a great way to buff the party or debilitate enemies without worrying about MP use. When deciding who should receive Bardsong, consider damage-dealing melee characters like Yang, Kain, and Edge. Hastemarch used at the beginning of battles speeds up things while saving your white mages some trouble.

Bardsongs

Song	Description	Acc.	Cast Time	Target	Char. Lvl.
Lullaby	Put enemies to sleep.	70	2	All foes	1
Alluring Air	Confuse enemies.	70	2	All foes	1
Silent Verse	Silence enemies.	70	2	All foes	1
Life's Anthem	Restore HP.	100	4	All allies	10
Toadsong	Polymorph enemies into toads.	55	4	All foes	20
Hog Call	Polymorph enemies into pigs.	55	4	All foes	30
Hastemarch	Boost Speed.	100	6	All allies	40
Hero's Rime	Boost attributes by 10%.	100	8	All allies	50

AUTO-POTION

Use Potions upon taking damage.

Acquisition: Acquired after finding Rosa in Kaipo.

Uses: The best use for this augment is to assign it to characters who don't stick around, thus enabling you to get their extra augments. Using this in concert with Item Lore and Salve greatly boosts the utility of items and Potions.

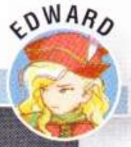
ITEM LORE

Double effectiveness of items.

Acquisition: Found in Kaipo after returning from Antlion's Den.

Uses: Item Lore is an interesting ability. Not only does it work on what one would expect (Potions and the like), but it also enhances the power of weapons that can be used as items. In the early stages of the game, before powerful magic is available and while MP reserves remain low, this makes weapons like the Ice Rod very strong.

SALVE



Use items on entire party.

Acquisition: Innate to Edward; receive from Edward in Troia after battle with 165 Dark Elf if you gave Edward at least one augment before departing Fabul by boat.

Uses: Salve aids survivability greatly by allowing the use of items like Potions and Phoenix Downs on the entire party at once. This ability works hand-in-hand with Item Lore and Auto-Potion, if desired. If you choose not to use these augments, save them as fodder to give to other characters to unlock better augments.

HIDE

Hide to avoid being attacked.

Acquisition: Innate to Edward; receive from Edward in Troia after battle with 165 Dark Elf if you gave Edward at least two augments before departing Fabul by boat.

Uses: As an augment given to other characters, Hide is most useful as a gateway to other augments, rather than as an actual usable ability.

FOCUS

Double physical attack damage.

Acquisition: Innate to Yang; obtained by completing optional quest in Sylph Cave.

Uses: Focus increases the damage of the next physical attack. Focus expends a turn, has a casting time of 1, and may be used up to three times to "stack" the effect. Many foes counter physical attacks with blows of their own, so Focus enables you to attack less often for more damage, thereby incurring fewer counterattacks against allies. It also stacks with abilities like Kick, Jump, and Counter and works perfectly with the Limit Break augment.

Consecutive Focus uses	Damage Multiplier
One use	2x
Two uses	3.3x
Three uses	4.5x

KICK

Perform a flying kick against enemy party.

Acquisition: Innate to Yang; obtained by completing optional quest in Sylph Cave if you gave Yang at least one augment before stopping the cannons in the tower.

Uses: Kick is basically a normal attack directed at the entire enemy party. Kick has a casting time of 2, making it slightly slower than normal attacks. If there is only one foe, Kick causes the same damage as Attack. Strike more foes, however, and the damage is spread to each foe with a slight bonus in favor of the Kick user. Kick can greatly speed up less difficult encounters by killing or heavily damaging all foes outright. Replacing the Attack command at the top of the Abilities list with Kick on a character who is equipped with Counter results in a character who retaliates to physical attacks with Kick!

Kick damage distribution

Foes	Damage per foe
1	100%
2	60%
3	50%
4	40%
5	30%
6	20%

COUNTER

Counterattack when attacked.

Acquisition: Received from Yang's Wife before departing from Fabul by boat.

Uses: The most obvious use for Counter is also its best use: when equipped on Cecil in tandem with Draw Attacks, he becomes a pain factory, absorbing every physical attack against the party and retaliating with an attack of his own. The effect can't be overstated. During a battle against, say, four foes, if every foe attacks Cecil, he will Counter four times. Throw in an Attack on his actual turn and he'll attack five times in this single combat round! It's not difficult to see how powerful this augment is. Replacing Cecil's Attack command with Kick in the same scenario, while also using Kick, would result in five Kicks in one round! Other variations are possible: using Brace to bolster Cecil's defense and letting Counter be his offense, or using Focus as Cecil's "staple" command, doubling the power of any Counter that follows! Note that using various commands in place of the Attack ability at the top of the Abilities list, while equipped with Counter, can produce interesting effects. For example, replacing Attack with Inferno at the top of the list causes Counter: Inferno when struck, provided the requisite MP is available (if Cecil's MP is too low, a simple Counter: Attack is performed).

BRACE

Reduce all damage by 75%.

Acquisition: Innate to Yang; obtained by completing optional quest in Sylph Cave if you gave Yang at least two augments before stopping the cannons in the tower.

Uses: Brace is basically a super-charged Defend command. It has a casting time of 1 and expends a turn. As an augment passed along to Cecil, this augment can be a lifesaver. If you're having trouble with a particular fight, try giving Cecil Draw Attacks and Brace and then just Brace with him for the entire fight. If Cecil has Counter in this scenario, you'll still get offense out of him!

TWINCAST

Cast powerful spells in tandem.

Acquisition: Innate to Palom & Porom; two copies of Twincast are acquired from the Elder of Mysidia after 164 Cagnazzo battle.

Uses: A pair of Twincast augments per playthrough can be given to other characters for various effects. Both characters must begin Twincast during the same turn; they both expend the required MP and casting time, then cast the spell. Cecil and Rosa's Twincast spell, Ultima, is the strongest attack in the game! The extremely long casting time limits its usefulness, though.

Twincast

Spell	Cost	Desc.	Pow	Acc	Cast Time	Target	Duo
Pyroblast	30 MP	Strikes foes with a miniature version of Flare.	140	100	8	All foes	Any pair
Comet	50 MP	Strikes foes with a miniature version of Meteor.	180	100	10	All foes	Any pair
Bubble	50 MP	Doubles HP of allies.	--	100	8	All allies	Kain & Cecil or Rosa
Faith	50 MP	Increases magic attack power of allies.	--	100	8	All allies	Rydia & Cecil or Rosa
Bravery	50 MP	Increases attack power of allies.	--	100	8	All allies	Edge & Cecil or Rydia
Ultima	99 MP	Attack with devastating magical energy.	999	100	20	All foes	Cecil & Rosa

BLUFF

Double Intellect.

Acquisition: Innate to Palom; give Palom at least one augment before approaching Baron's throne to receive Bluff from the Elder of Mysidia after 164 Cagnazzo battle.

Uses: Bluff greatly increases the damage from any practitioner of Black Magic. Bluffing takes up one turn and has a casting time of 1.

CRY

Reduce enemies' Defense by half.

Acquisition: Innate to Porom; give Porom at least one augment before approaching Baron's throne to receive Cry from the Elder of Mysidia after 164 Cagnazzo battle.

Uses: Cry is perfectly suited for a melee fighter who doesn't have much responsibility beyond dealing damage. Opening a fight with Cry enhances physical damage for everyone for the remainder of the battle. Kain and Edge make the best candidates for this augment. Cry expends a turn and has a casting time of 1.

ANALYZE

Determine the status of all enemies.

Acquisition: Innate to Cid; obtained after Falcon is modified.

Uses: Analyze replicates the effect of the Libra spell and Bestiary item, but without cost to your gil purse or MP pool. It also targets the entire enemy party. Each enemy only needs to be Analyzed once; after a foe has been observed with Analyze (or Libra, or a Bestiary), remaining HP and weaknesses for any future encounter with that foe are displayed.

ADRENALINE

Double attack power when HP is critical.

Acquisition: Obtained after Falcon is modified if you gave Cid at least two augments before first entering Dwarven Castle.

Uses: Adrenaline is fine to give to any character capable of inflicting heavy physical damage, but its usefulness is limited. Keeping a character at low health long enough to actually benefit from this boost may get that character KO'ed. Of course, you can revive that character at low health with a Phoenix Down or Raise, thereby retaining their boosted attack power.

DUALCAST

Cast two spells in succession.

Acquisition: Give three or more augments to Palom and Porom, including at least one to each of them, before approaching Baron's throne to receive Dualcast from the Elder of Mysidia after 164 Cagnazzo battle.

Uses: Dualcast allows two spell casts during one turn. During the first playthrough, it makes the most sense to give Dualcast to Rosa. She spends most of the game as the primary healer, buffer, and enfeebler and Dualcast doubles her effectiveness. Give her Omnicasting as well to enable astonishing feats, like casting Haste and Reflect on the entire party using only one turn, or saving the day with Arise and Blink on everyone in a pinch! Use subsequent playthroughs to dole out Dualcast to other long-term mages like Rydia. Dualcast allows access to all learned spells and can replace magic commands on the Abilities screen, allowing room for another ability.

CURSE

Reduce all enemy attributes by 20%; expends 40 MP.

Acquisition: Found in Mt. Ordeals Crossing after 162 Scarmiglione battle.

Uses: Trademark ability of the archfiend of earth, Curse can be useful as an enfeebling spell by characters who aren't normally mages. While characters like Kain, Edge, and Yang don't usually cast spells, they will inevitably build up an MP reserve as a matter of course by gaining levels. Curse provides them a nice situational tool to utilize this untapped MP. Failing that, Curse can be used to receive augments from another character. Curse has a casting time of 4.

UPGRADE

Use items to change weapon's damage type.

Acquisition: Innate to Cid; obtained after Falcon is modified if you gave Cid at least one augment before first entering Dwarven Castle.

Uses: Upgrade uses up a turn with a casting time of 1, burns an item, and adds an element to physical attacks. The element added depends on the item used in the Upgrade. Upgrade's use is situational, but where foes are vulnerable to Fire, Ice, Thunder, or Earth, it can only help.

Upgrade Items

Item	Element
Red Fang	Fire
Bomb Fragment	Fire
Bomb Crank	Fire
White Fang	Ice
Antarctic Wind	Ice
Arctic Wind	Ice
Blue Fang	Thunder
Zeus's Wrath	Thunder
Heavenly Wrath	Thunder
Gaia Drum	Earth

TSUNAMI

Attack all enemies with water; expends 50 MP.

Acquisition: Found in Ancient Waterway B3 after 164 Cagnazzo battle.

Uses: Tsunami strikes all foes with an extremely powerful water attack that has a small chance to register a Death effect, killing adversaries outright. Tsunami has a casting time of 4. Try giving it to a melee fighter to use during specific situations or in tandem with Counter, use it to bolster a mage's offense, or use it to get augments from other characters.

WHIRLWIND

Inflict Wind damage and Fire vulnerability; expends 60 MP.

Acquisition: Found in Crystal Room of Lodestone Cavern after defeating 170 Barbariccia.

Uses: Whirlwind strikes all foes with a heavy Wind attack and renders the opposition 50% more vulnerable to Fire damage. This works splendidly together with potent Fire abilities like Ifrit, Firaga, Fire-based weapons, or Inferno. Whirlwind has a casting time of 4.

REACH

Deal the same damage when attacking from the back row.

Acquisition: Reach is acquired in the Developers' Office inside the Dwarven Castle: speak with everyone, fight random battles in both sections, fight challenged battles in both sections, and locate the "Lustful Lali-Ho" magazine on a bookshelf and place it on the counter in the main room. After all this is accomplished, Reach appears on the ground in the second section.

Uses: Most attacking characters have somewhat effective defense to go with their offensive capabilities. Cecil excels at both, while Kain and Yang both absorb hits well enough. Edge, on the other hand, is a somewhat softer target. Saving Reach for him allows your final party configuration to have two characters in the frontline and three in the back, rather than vice-versa, cutting down on the damage taken by Edge without sacrificing his offense.

INFERNO

Attack all enemies with Fire; expends 70 MP.

Acquisition: Found in Cave of Eblan after battle with 181 Rubicante.

Uses: Like Curse, Tsunami, and Whirlwind before it, Inferno can serve as a powerful supplemental nuke for a caster, or as a situational magic attack on a physical attacker. It works well when used after Whirlwind, which makes the enemy susceptible to Fire. Inferno has a casting time of 4.

GIL FARMER

Boost amount of gil obtained after battles.

Acquisition: Found in the secret club in Troia (gain access by purchasing Member's Writ for 100,000 gil).

Uses: Gil Farmer doubles gil received after battles. To get the most out of Gil Farmer, and to have it available when needed, give it to a character who spends a significant amount of time in the party. Taking this approach, Cecil is the most obvious choice.

DRAW ATTACKS

Be targeted by enemy attacks.

Acquisition: Obtained from King Giott during the story.

Uses: Draw Attacks forces every single-target enemy action onto one character. Since Draw Attacks is always on and doesn't require a turn to activate, this is an easy choice to replace Cecil's Cover. Draw Attacks accomplishes the same goal—protecting more vulnerable party members—with a vastly higher success rate. Have white mages keep Blink on Cecil to avoid as many attacks as possible and consider giving Cecil Counter to take advantage when attacks slip through.

MP +50%

Boost MP by 50%.

Acquisition: Found in a house in the town of Mist after returning from the Underworld.

Uses: While a huge chunk of permanent bonus MP can benefit any caster, it's important to ask, "Who has the widest array of costly, powerful attack spells?" That's right, Rydia. This augment, obtained in her hometown, allows her to be far more cavalier when deploying Eidolons like Bahamut or spells like Meteor. It also increases the amount of MP she receives from abilities like Bless and Pray, as they replenish a percentage of MP.

LEVEL LUST

Boost EXP earned by the party.

Acquisition: Found in Hummingway Abode.

Uses: Level Lust increases the EXP earned by the party by 50%. It goes without saying that this is an excellent ability and fits perfectly with Cecil.

BLESS

Restore MP.

Acquisition: Innate to Fusoya; received in Crystal Palace while heading to final showdown.

Uses: Bless expends a turn and has a casting time of 2. After being used, the entire party replenishes 5-10% of their MP each turn. Since Fusoya has a smaller MP pool than other mages (not to mention lower Intellect and Spirit), this should usually be his first action, ensuring bonus MP for everyone throughout the battle. As an augment, give it to a melee fighter who has minimal responsibility (Kain and Edge are both good choices). Mages like Rosa and Rydia tend to have more pressing chores, especially during difficult fights. Bless, combined with Rosa's Pray, does a good job of keeping MP stocked.

PHOENIX

Expend all MP to revive party when KO'ed.

Acquisition: Received in Crystal Palace while heading to final showdown if you gave Fusoya at least two augments before fighting 187 CPU.

Uses: Phoenix becomes active when the character equipped with it is defeated. At the time of death, any other defeated allies become revived with a percentage of their HP restored that is equal to the percentage of MP remaining on the character using Phoenix. It's easy to see how valuable this ability can be, so choosing to whom it should go is important. Ideally, it's wise to give it to a character who may not last long in battle, thus giving your party comeback potential. Cecil, representing the tip of the spear on both offense and defense, is a poor choice—his defeat is usually the canary in the coal mine signaling trouble, rather than a last gasp. Mages, likewise, are squishy targets who can frequently be KO'ed unexpectedly. For both mages and Cecil, MP is hardly guaranteed to be in abundant supply. Edge isn't a bad choice, but he has many other useful abilities that fill his list quickly. This leaves Kain, who has but one innate, exclusive ability that allows him to spend huge amounts of time completely out of harm's way. Kain also sits on an MP pool he may never use. With Phoenix on Kain, keep him off-screen as much as possible and make sure that if things go wrong, he is the last party member to fall. When this occurs, the rest of the party is revived at full health!

????'S LOVE

Receive the boon of ????'s Love.

Acquisition: After obtaining Eye Gouge, proceed to the Feymarch. Near the Whyt house is Namingway, who has now become Lovingway. He asks you to name someone special. Enter a name, then head to Mysidia and find Lovingway in the Elder's house. He hands over this augment, which uses the name you entered.

Uses: ????'s Love works by boosting the strength of the party equal to the amount of times Rydia has summoned her Whyt. If Rydia has summoned her Whyt 30 times, the boost to strength is 30, for example. ????'s Love cannot grant a bonus of more than 99. ????'s Love can only be obtained once.

OMNICASTING

Target all enemies or allies with any spell.

Acquisition: Received in Crystal Palace while heading to final showdown if you gave Fusoya at least one augment before fighting 187 CPU.

Uses: Most spells can be targeted on one ally/foe or multiple allies/foes as needed. However, some important spells cannot. Raise, Arise, Blink, and Haste are critical single-target support spells, while attack spells like Death and Flare are also single-target. With Omnicasting, any of these spells can target everyone at no additional cost to MP. During the first playthrough, Rosa is the strongest candidate for Omnicasting—she'll save the day often with options like full-party Arise or Blink.

EYE GOUGE

Inflict Blind status on all enemies.

Acquisition: Throughout the game, you often run into Namingway. Once his work as a namesmith is done, he spends the majority of the game appearing on occasion and rifling through various monikers, before dubbing himself Puddingway in Agart. Puddingway is after Rainbow Pudding for his girlfriend. Rainbow Pudding is an extremely rare drop from flan-type monsters (0.4% drop rate without Treasure Hunter; 0.8% with). Present him with Rainbow Pudding and Puddingway thanks you and leaves. Head to the Dwarven Castle next and look for Puddingway in the Lali-ho Pub. Speak to him until he renames himself yet again and attacks; simply defeat him to obtain the augment.

Uses: Eye Gouge works best against large groups of enemies that are capable of overwhelming you simply through volume of attacks. Eye Gouge has a casting time of 2 and can only be obtained once.

SAFE TRAVEL

Avoid enemy encounters.

Acquisition: After obtaining ????'s Love, head to Hummingway Abode for more dialog with Namingway and yet another name change. After speaking with him here, he'll appear randomly in either a Chocobo Forest, Underground Lake—B1, Mt. Hobs—Summit, Sylph Cave—B2, or Lair of the Father—B1. Find and speak to him at one of these locations for this augment.

Uses: Safe Travel does what it says, streamlining travel by negating random encounters. To get the most out of this augment, give it to Cecil so that it's always available when you need it. Safe Travel can only be obtained once.

HP +50%

Boost HP by 50%.

Acquisition: Received from soldier patrolling roof of Baron Castle after fighting 187 CPU.

Uses: There are a few easy choices for a huge boost in HP. Cecil benefits from extra health, as does Rosa—boosting her HP by half makes her far less vulnerable to the random deaths that invariably befall mages. With the extreme difficulty of some areas in the game, you'll be surprised how often Rosa ends up as the last girl standing, with a chance to save the day thanks to HP +50%!

TREASURE HUNTER

Boost chances of enemies dropping rare items.

Acquisition: Complete 100% of every map in the game, including final areas. Treasure Hunter is awarded whenever all maps are 100% cleared.

Uses: Treasure Hunter doubles enemy drop rates. This is by far the most useful when hunting for extremely rare drops. These drops include the Goblin, Cockatrice, Mindflayer, and Bomb summons for Rydia, Rainbow Pudding for Puddingway, and the various rare tail items for the game's most powerful equipment. Give this to Cecil so it's always available when desired. Treasure Hunter can only be obtained once.

PIERCING MAGIC

Bypass the effects of Reflect.

Acquisition: Obtained in the Whyt house in Feymarch after fighting 186 Bahamut.

Uses: Late in the game, many bosses (and normal enemies) start using Reflect to thwart your attempts to damage them with magic. While white mages can Dispel Reflect, enemies who use it are usually quick to get it back up. Piercing Magic allows you to forget about Reflect altogether. It's also useful to give to a healer like Rosa, as it allows her to cast Reflect on the entire party, but still heal everyone just fine.

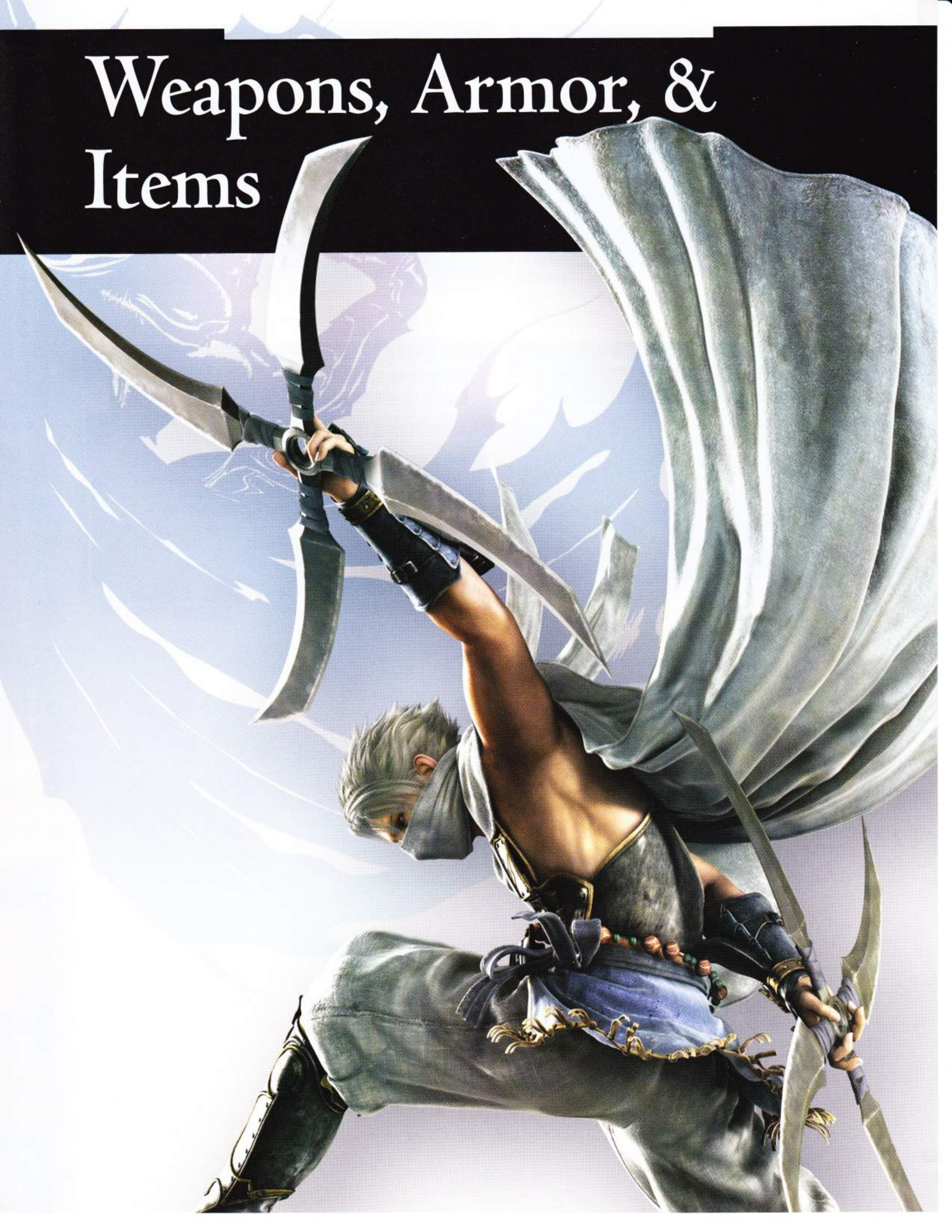
LIMIT BREAK

Deal damage exceeding 9999.

Acquisition: Complete the game.

Uses: The 9999 damage limit is removed when this ability is equipped. Naturally, this allows for much more powerful attacks. (See Kain's Jump description for an example.) Ultimately, you can only get two of these augments active in your party, since Limit Break is awarded upon game completion and the game only allows for three total playthroughs. You won't be starting a new game and getting yet another Limit Break off the third playthrough, so make do with two and turn two characters into pain cannons!

Weapons, Armor, & Items



Weapons, Armor, & Items

Weapons

Name
The name of a given weapon.

Element
The weapon's element, if any. Targets weak to this element will take extra damage.

Notes
The result if the weapon is used as an item, or any other special effects granted by the weapon.

Attribute Data
This shows how the weapon modifies a character's attributes.

ATTACK, **ACC**URACY, **STR**ENGTH, **SPD**EED, **STA**MINA, **INT**ELLECT, **SPT**IRIT, **DEF**ENSE, **EVA**SION

Acquisition
How the weapon is acquired, whether through purchase, opening a chest, battle victory, theft, or another method.

Mythril Sword

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	90	--	--	--	--	--	--	--

Acquisition

BUY	**TREASURE**	
Mythril (6000 gil)	--	
DROP	**STEAL**	**OTHER**
101 Mythril Golem	--	--

DARK SWORDS

These unholy blades are usable only by **Cecil** while he is a dark knight of Baron.

Dark Sword

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	85	--	--	--	--	--	--	--

Acquisition

BUY	**TREASURE**	
--	--	
DROP	**STEAL**	**OTHER**
--	--	Equipped on Cecil at start

Shadowblade

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	90	--	--	--	--	--	--	--

Acquisition

BUY	**TREASURE**	
--	Waterway Entrance, North—B1; Antlion's Den—B2	
DROP	**STEAL**	**OTHER**
--	--	--

Deathbringer

30% chance of causing Death on contact

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	95	+5	+5	+5	+5	-5	--	--

Acquisition

BUY	**TREASURE**	
--	--	
DROP	**STEAL**	**OTHER**
--	--	Received from King of Fabul

HOLY SWORDS

Like Dark Swords, Holy Swords are also exclusive to **Cecil**—albeit after he's left the path of darkness for light.

Mythgraven Blade

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	99	--	--	--	--	+3	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Received on Mt. Ordeals

Excalibur

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
120	99	+10	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Trade Rat Tail for Adamantite at Adamant Isle and give to Kokkol.

Lustrous Sword

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
80	99	+3	--	--	--	+3	--	--

Acquisition

BUY
--

TREASURE
Sealed Cave—B2

DROP
--

STEAL
--

OTHER
--

Ragnarok

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
150	110	+15	--	+15	--	+15	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane —B5

DROP
191 Dark Bahamut

STEAL
--

OTHER
--

Standard swords can be wielded by both **Cecil** and **Kain**.

Onion Sword

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
LVL*2	LVL+50	+(LVL/3)	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	--	--	--	Obtain Red Tail from 151 Red Dragon and give to Tail Collector

Ancient Sword

30% chance of causing Curse on contact

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
35	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	Ancient Waterway—B1 Save Room	--	--	--

Blood Sword

Drains HP to user on contact

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	90	-5	-5	-5	-5	-5	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	Cave of Eblan—Save Room	--	--	--

Mythril Sword

Extra damage against Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Mythril (6000 gil)	--	101 Mythril Golem	--	--

Sleep Blade

30% chance of causing Sleep on contact; Use: Sleep

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	Eblan Castle—1F	--	--	--

Flame Sword

Use: Fire

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
65	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Dwarven Castle (14000 gil)	Tower of Zot—2F	090 Flame Knight	--	--

Icebrand

Use: Blizzara

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
75	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Cave of Eblan (26000 gil)	Tower of Babil—B12 Sideroom	--	--	--

Stoneblade

10% chance of Petrifying on contact; Use: Break

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
77	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	--	079 Gorgon; 085 Black Lizard; 092 Medusa	--	--

Avenger

Berserks the wielder

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
90	85	+10	--	+10	-10	-10	--	--

Acquisition

BUY
--

TREASURE
Sylphs' Cache

DROP
--

STEAL
--

OTHER
--

Defender

Use: Protect

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
105	90	--	--	+10	--	--	+20	--

Acquisition

BUY
--

TREASURE
Passage of the Eidolons—B3

DROP
--

STEAL
--

OTHER
--

Fireshard

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	90	--	--	--	--	--	--	--

Acquisition

BUY
Troia (300 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Frostshard

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	90	--	--	--	--	--	--	--

Acquisition

BUY
Troia (300 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Thundershard

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	90	--	--	--	--	--	--	--

Acquisition

BUY
Troia (300 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

SPEARS

Only **Kain** the Dragoon can use spears.

Spear

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	80	--	--	--	--	--	--	--

Acquisition

BUY
Agart (60 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Kain at start

Wind Spear

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	80	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Kain the second time he joins party

Flame Lance

Use: Fira

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
66	80	--	--	--	--	--	--	--

Acquisition

BUY
Dwarven Castle (11000 gil)

TREASURE
--

DROP
090 Flame Knight

STEAL
--

OTHER
--

Gungnir

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
99	90	--	--	+15	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Kain the third time he joins party

Ice Lance

Use: Blizzara

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
77	80	--	--	--	--	--	--	--

Acquisition

BUY
Cave of Eblan (21000 gil)

TREASURE
Tower of Babil—B12

DROP
--

STEAL
--

OTHER
--

Wyvern Lance

Extra damage against Dragons

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
110	100	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
146 Blue Dragon; 151 Red Dragon

STEAL
--

OTHER
--

Blood Lance

Drains HP on contact; extra damage against Giants, Flan

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
88	80	-10	-10	-10	-10	-10	--	--

Acquisition

BUY
--

TREASURE
Eblan Castle—2F

DROP
--

STEAL
--

OTHER
--

Holy Lance

Use: Holy; extra damage against Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
140	110	--	--	--	--	--	--	--

Acquisition

BUY
--

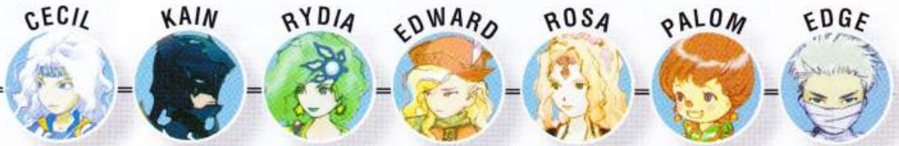
TREASURE
Lunar Subterrane—B7

DROP
192 Plague Horror

STEAL
--

OTHER
--

KNIVES



Knives are usable by **Cecil** (as Paladin), **Kain**, adult **Rydia**, **Edward**, **Rosa**, **Palom**, and **Edge**.

Mythril Knife

Extra damage against Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	110	--	+1	--	--	--	--	--

Acquisition

BUY
Mythril (3000 gil)

TREASURE
Mythril

DROP
101 Mythril Golem

STEAL
--

OTHER
--

Mage Masher

Extra damage against Mages

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
35	110	--	+3	--	+3	--	--	--

Acquisition

BUY
--

TREASURE
Sylph Cave

DROP
--

STEAL
--

OTHER
--

Dancing Dagger

Use: Dancing Dagger

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
28	110	--	+2	--	--	--	--	+10

Acquisition

BUY
Mist (5000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Knife

Throwing weapon for Edge

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
999	999	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Acquired from Yang's wife after completing Sylph Cave quest

HARPS

Harps, the stringed instrument of bards, are only usable by **Edward**.

Dream Harp

30% chance of causing Sleep on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	100	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Edward

Lamia Harp

30% chance of confusing enemy on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
13	100	--	--	--	--	--	--	--

Acquisition

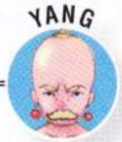
BUY
--

TREASURE
Antlion's Den—B2

DROP
100 Lamia Matriarch; 103 Lamia

STEAL
100 Lamia Matriarch; 103 Lamia

OTHER
--



CLAWS

Claws are the weapon of choice for **Yang**. Claws do not add much attack power, but instead benefit monks by adding elemental properties or debuffs to attacks.

Flame Claws

Use: Fire

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+1	--	--	--	--

Acquisition

BUY
Baron & Fabul (350 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Faerie Claws

30% chance of confusing enemy on contact. Extra damage against Giants.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+3	--	--	--	--

Acquisition

BUY
--

TREASURE
Lodestone Cavern—B3

DROP
--

STEAL
--

OTHER
--

Ice Claws

Use: Blizzard

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+1	--	--	--	--

Acquisition

BUY
Baron & Fabul (450 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Hell Claws

30% chance of inflicting Poison on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+4	--	--	--	--

Acquisition

BUY
--

TREASURE
Tower of Zot—5F

DROP
--

STEAL
--

OTHER
--

Lightning Claws

Use: Thunder; extra damage against Machines

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+1	--	--	--	--

Acquisition

BUY
Baron & Fabul (550 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Cat Claws

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	+5	+5	--	--	--	+10

Acquisition

BUY
--

TREASURE
Tower of Babil—B11

DROP
049 Cait Sith;
097 Coeurl

STEAL
--

OTHER
--

HAMMERS

Hammers are the exclusive weapon of **Cid**, Baron's Fleetmaster.

Wooden Hammer

Extra damage against Machines

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	90	--	--	+2	--	--	--	--

Acquisition

BUY
Troia (80 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Cid

Mythril Hammer

Extra damage against Machines, Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
65	90	--	--	+3	--	--	--	--

Acquisition

BUY
Mythril (8000 gil)

TREASURE
--

DROP
064 Fell Turtle;
074 Armadillo

STEAL
--

OTHER
--

Gaia Hammer

Use: Quake; extra damage against Machines

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
75	90	+3	--	+4	--	--	--	--

Acquisition

BUY
--

TREASURE
Tower of Zot—B5

DROP
096 Steel Golem

STEAL
096 Steel Golem

OTHER
--

CID
KAIN
CECIL

AXES

Cid, **Kain**, and **Cecil** (as Paladin) can equip axes.

Dwarven Axe

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
82	95	+5	-2	+5	-2	-2	--	--

Acquisition

BUY	TREASURE	
Dwarven Castle (15000 gil)	Dwarven Castle East Tower—1F	
DROP	**STEAL**	**OTHER**
--	--	--

Ogrekiller

Deals extra damage against Giants.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
90	95	+6	-3	+6	-3	-3	--	--

Acquisition

BUY	TREASURE	
Tomra (25000 gil)	Tower of Babil—B2	
DROP	**STEAL**	**OTHER**
147 Armored Fiend	--	--

Poison Axe

30% chance of inflicting Poison on contact. Extra damage against Giants.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
105	95	+7	-4	+7	-4	-4	--	--

Acquisition

BUY	TREASURE	
--	Passage of the Eidolons—B3	
DROP	**STEAL**	**OTHER**
135 Armor Construct; 147 Armored Fiend	--	--

Rune Axe

Extra damage against Mages.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
110	90	+8	-5	+8	-5	-5	--	--

Acquisition

BUY	TREASURE	
--	--	
DROP	**STEAL**	**OTHER**
135 Armor Construct	147 Armored Fiend	--

KATANAS

Only **Edge** can wield katanas. Unlike many other weapons, Katanas don't add extra elemental or status properties to attacks—instead, they grant almost unerring accuracy.

Kunai

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
35	100	--	+1	--	--	--	--	--

Acquisition

BUY	TREASURE	
Cave of Eblan (4000 gil)	--	
DROP	**STEAL**	**OTHER**
--	--	Equipped on Edge

Ashura

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	100	--	+2	--	--	--	--	--

Acquisition

BUY	TREASURE	
Tomra (7000 gil)	Tower of Babil—B4	
DROP	**STEAL**	**OTHER**
--	--	--

Kotetsu

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	100	--	+2	--	--	--	--	--

Acquisition

BUY	TREASURE	
Feymarch (11000 gil)	Sealed Cave—B1, B2	
DROP	**STEAL**	**OTHER**
--	--	--

Kiku-ichimonji

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	100	--	+2	--	--	--	--	--

Acquisition

BUY	TREASURE	
--	Sylph House—1F; Passage of the Eidolons—B3	
DROP	**STEAL**	**OTHER**
--	--	--

Murasame

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	120	+3	+1	--	--	--	--	--

Acquisition

BUY	TREASURE	
--	Lunar Subterrane—B3	
DROP	**STEAL**	**OTHER**
190 White Dragon	--	--

Masamune

Use: Haste

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
60	120	+1	+3	--	--	--	--	--

Acquisition

BUY	TREASURE	
--	Lunar Subterrane—B8	
DROP	**STEAL**	**OTHER**
194 Ogopogo	--	--

RODS

RYDIA
TELLAH
PALOM
FUSOYA

Rydia, **Tellah**, **Palom**, and **Fusoya** can equip rods. Rods make up for what they lack in direct attack power by boosting Intellect, and granting strong abilities when used as items.

Rod

Use: Mage Arrows

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	80	--	--	--	+1	--	--	--

Acquisition

BUY
Kaipo; Agart (100 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Rydia

Flame Rod

Use: Fire

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
12	80	--	--	--	+2	--	--	--

Acquisition

BUY
Mysidia (380 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Palom

Ice Rod

Use: Blizzard; extra damage against Lizards.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
12	80	--	--	--	+2	--	--	--

Acquisition

BUY
Mysidia (220 gil)

TREASURE
Underground Waterway South—B2;
Antlion's Den—B2

DROP
--

STEAL
--

OTHER
--

Thunder Rod

Use: Thunder

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
12	80	--	--	--	+2	--	--	--

Acquisition

BUY
Baron (700 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Lilith Rod

Use: Osmose; extra damage against Undead.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
18	80	--	--	--	+4	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
038 Lilith

STEAL
--

OTHER
--

Polymorph Rod

Use: Pig

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	+5	--	--	--

Acquisition

BUY
--

TREASURE
Mist

DROP
--

STEAL
--

OTHER
--

Faerie Rod

Use: Confuse

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	80	--	--	--	+7	--	--	--

Acquisition

BUY
Feymarch(5000 gil)

TREASURE
Sylph Cave—B3

DROP
--

STEAL
--

OTHER
--

Stardust Rod

Use: Comet

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	80	--	--	--	+10	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B4

DROP
--

STEAL
--

OTHER
--

STAVES

RYDIA
TELLAH
ROSA
POROM
FUSOYA

Staves, the implement of the white mage, are usable by young **Rydia**, **Tellah**, **Rosa**, **Porom**, and **Fusoya**. Spirit is boosted, and useful magic abilities are granted when staffs are used as items.

Staff

Use: Poisona

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
6	80	--	--	--	--	+1	--	--

Acquisition

BUY
Kaipo, Agart (160 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Tellah, equipped on Rosa

Healing Staff

Use: Heal

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
9	80	--	--	--	--	+3	--	--

Acquisition

BUY
Baron, Mysidia (480 gil)

TREASURE
098 Sorcerer

DROP
098 Sorcerer

STEAL
--

OTHER
Equipped on Rosa, equipped on Porom

Mythril Staff

Use: Basuna; extra damage against Undead.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
11	80	--	--	--	--	+2	--	--

Acquisition

BUY
Mythril (4000 gil)

TREASURE
Mythril

DROP
--

STEAL
--

OTHER
--

Power Staff

Use: Berserk; 30% chance of inflicting Berserk on contact

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	100	+8	--	--	--	+4	--	--

Acquisition

BUY
Cave of Eblan (2000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Aura Staff

Use: Dispel

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
26	100	--	--	--	--	+5	--	--

Acquisition

BUY
Feymarch (7000 gil)

TREASURE
Sylph House—1F

DROP
--

STEAL
--

OTHER
Equipped on Fusoya

Sage's Staff

Use: Raise

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
38	80	--	--	--	--	+7	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B2

DROP
--

STEAL
--

OTHER
--

Rune Staff

Use: Silence; 30% chance of inflicting Silence on contact
Extra damage against Mages.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
42	80	--	--	--	--	+10	--	--

Acquisition

BUY
--

TREASURE
--

DROP
065 Marionetteer;
098 Sorcerer;
115 Summoner

STEAL
--

OTHER
--

BOWS

Bows are the ranged weapon of **Rosa**. They allow her to provide offense safely from the backline whenever her healing and prayer are not needed. While Bow accuracy tends to be average, Rosa can compensate for this by using Aim.

Bow

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	75	--	+1	--	--	--	--	--

Acquisition

BUY	TREASURE	
Kaipo, Agart (220 gil)	--	
DROP	**STEAL**	**OTHER**
--	--	--

Power Bow

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	75	+3	--	--	--	--	--	--

Acquisition

BUY	TREASURE	
Mysidia, Agart (700 gil)	Damcyan Dungeon	
DROP	**STEAL**	**OTHER**
--	--	--

Great Bow

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	75	--	+2	--	--	--	--	--

Acquisition

BUY	TREASURE	
Dwarven Castle (2000 gil)	Troia Castle—B2	
DROP	**STEAL**	**OTHER**
--	--	--

Killer Bow

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	75	--	+4	--	--	--	--	--

Acquisition

BUY	TREASURE	
Tomra, Cave of Eblan (3000 gil)	Tower of Babil—B10	
DROP	**STEAL**	**OTHER**
--	--	--

Elven Bow

Use: Shell; extra damage against Mages.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	75	--	+5	--	--	--	--	--

Acquisition

BUY	TREASURE	
--	Sylph Cave—B1	
DROP	**STEAL**	**OTHER**
--	--	--

Yoichi Bow

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
60	100	--	+6	--	--	--	--	--

Acquisition

BUY	TREASURE	
--	Feymarch	
DROP	**STEAL**	**OTHER**
--	--	--

Artemis Bow

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
80	90	--	+7	--	--	+2	--	--

Acquisition

BUY	TREASURE	
--	--	
DROP	**STEAL**	**OTHER**
144 Moonmaiden	--	--

ARROWS

Arrows are used as ammo in **Rosa**'s Bows. While Arrows were consumable and had to be replaced in previous iterations of *FINAL FANTASY IV*, in this DS remake you need only obtain a given arrow once to use it forever.

Medusa Arrows

30% chance of Petrifying on contact.
Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
2	80	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Sylphs' Cache

DROP
079 Gorgon; 085 Black Lizard

STEAL
--

OTHER
--

Iron Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	80	--	--	--	--	--	--	--

Acquisition

BUY
Kaipo, Agart (50 gil)

TREASURE
Damcyan Castle—B1

DROP
--

STEAL
--

OTHER
--

Holy Arrows

Extra damage against Avians, Ghosts, Undead.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	80	--	--	--	--	--	--	--

Acquisition

BUY
Mysidia, Agart (500 gil)

TREASURE
Damcyan Castle—B1

DROP
--

STEAL
--

OTHER
--

Fire Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
15	80	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Troia Castle—B2

DROP
084 Chimera

STEAL
084 Chimera

OTHER
--

Ice Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
15	80	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Troia Castle—B2

DROP
063 Ice Lizard

STEAL
063 Ice Lizard

OTHER
--

Lightning Arrows

Extra damage against Avians, Machines.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
15	80	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Troia Castle—B2

DROP
124 Lesser Marilith; 132 Clockwork Soldier

STEAL
124 Lesser Marilith; 132 Clockwork Soldier

OTHER
--

Blinding Arrows

30% chance of inflicting Blind on contact.
Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

Acquisition

BUY
Dwarven Castle (1000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Poison Arrows

30% chance of inflicting Poison on contact.
Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

Acquisition

BUY
Cave of Eblan (1000 gil)

TREASURE
--

DROP
050 Ettin Snake; 052 Cave Naga

STEAL
--

OTHER
--

Silence Arrows

30% chance of inflicting Silence on contact.

Attribute Data

Extra damage against Avians, Mages.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

Acquisition

BUY
Tomra (1000 gil)

TREASURE
Eblan Castle—2F

DROP
--

STEAL
--

OTHER
--

Angel Arrows

30% chance of inflicting Confuse on contact.

Attribute Data

Extra damage against Avians, Giants.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

Acquisition

BUY
Feymarch (2000 gil)

TREASURE
Sylph Cave—B1

DROP
100 Lamia Matriarch

STEAL
--

OTHER
--

Yoichi Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	100	--	--	--	--	--	--	--

Acquisition

BUY
Kokkol's Forge (30000 gil)

TREASURE
Feymarch

DROP
111 Malboro

STEAL
--

OTHER
--

Artemis Arrows

Extra damage against Avians, Dragons.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	90	--	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B4

DROP
129 Lunar Virus, 144 Moonmaiden

STEAL
144 Moonmaiden

OTHER
--

WHIPS

When grown-up **Rydia** wants physical offense, Whips are her weapon of choice. All Whips are capable of inflicting Paralyze.

Whip

30% chance of inflicting Paralyze on contact.

Attribute Data

Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	85	--	+1	--	+1	+1	--	--

Acquisition

BUY
Mist, Feymarch (3000 gil)

TREASURE
--

DROP
--

STEAL
Equipped on Rydia

OTHER
--

Chain Whip

30% chance of inflicting Paralyze on contact.

Attribute Data

Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
70	85	--	+2	--	--	--	--	--

Acquisition

BUY
Tomra, Feymarch (6000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Blitz Whip

30% chance of inflicting Paralyze on contact.

Attribute Data

Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
80	85	--	+3	--	+1	+1	--	--

Acquisition

BUY
Feymarch (10000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Flame Whip

30% chance of inflicting Paralyze on contact.

Attribute Data

Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
90	85	--	+2	--	+2	+2	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrance—B2

DROP
--

STEAL
--

OTHER
--

Dragon Whisker

Extra damage against Dragons, Beasts; 30% chance of inflicting Paralyze on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
110	90	--	+3	--	+3	+3	--	--

Acquisition

BUY	TREASURE	
--	--	
DROP	**STEAL**	**OTHER**
146 Blue Dragon	--	--

THROWING

Only **Edge** can use throwing weapons. While many weapons can be thrown, these are exclusively for that purpose. The Boomerang and Moonring Blade are reusable weapons that allow Edge to do full damage from the backline, while the Shurikens are expended after use.

Boomerang

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	90	--	+2	--	--	--	--	--

Acquisition

BUY	TREASURE	
Cave of Eblan, Agart (3000 gil)	--	
DROP	**STEAL**	**OTHER**
--	--	--

Moonring Blade

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	100	--	+4	--	--	--	--	--

Acquisition

BUY	TREASURE	
--	Sylphs' Cache	
DROP	**STEAL**	**OTHER**
--	--	--

Shuriken

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	110	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	
Cave of Eblan, Tomra, Feymarch, Namingway's Sundries, Kokkol's Forge (650 gil)	--	
DROP	**STEAL**	**OTHER**
146 Blue Dragon	--	--

Fuma Shuriken

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
200	120	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	
Kokkol's Forge (50000 gil)	Sealed Cave—B2	
DROP	**STEAL**	**OTHER**
--	--	--

Armor

Name
This is the name of the piece of armor.

Usable By
Indicates which characters can equip the armor.

Attribute Data
This shows how a piece of armor modifies a character's attributes.

DEFENSE, **EVA**SION, **M**AGIC **D**EFENSE, **M**AGIC **E**VASION, **H**IT **P**OINTS, **STR**ENGTH, **SP**EE**D**, **STA**MINA, **INT**ELLECT, **SP**IRI**T**

Diamond Shield

HALVES ⚡

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Paralyze, Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	32	2	3	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Tomra (15000 gil)	--	--	--	--

Halves
Indicates which elements have their damage reduced by the armor, if any.

Prevents
Indicates which status ailments the armor guards against.

Acquisition
Illustrates how to acquire a piece of armor.

SHIELDS

Iron Shield

HALVES None

USABLE BY
Cecil, Kain, Cid

PREVENTS
Blind

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	20	0	0	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Agart (100 gil)	--	--	--	Equipped on Kain

Dark Shield

HALVES ✦

USABLE BY
DRK Cecil

PREVENTS
Toad, Mini, Pig

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	22	0	0	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	--	--	--	Equipped on Cecil

Demon Shield

HALVES ✦

USABLE BY
DRK Cecil

PREVENTS
Toad, Mini, Pig

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	24	0	1	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	Fabul Castle	--	--	--

Lustrous Shield

HALVES ●

USABLE BY
PLD Cecil

PREVENTS
Sleep, Poison, Death, Curse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	24	1	1	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Mysidia (700 gil)	--	--	--	--

Mythril Shield

HALVES None

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Confuse, Silence

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	26	2	2	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Mythril (1000 gil)	--	074 Armadillo	074 Armadillo	Equipped on Kain

Flame Shield

HALVES ◆

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Paralyze, Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	28	2	2	--	--	--	--	--	--

Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Dwarven Castle (1250 gil)	Tower of Zot—5F	090 Flame Knight	--	--

Ice Shield

HALVES 🔥

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Paralyze, Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	30	2	2	--	--	--	--	--	--

Acquisition

BUY
Cave of Eblan (10000 gil)

TREASURE
Tower of Babil—10F

DROP
--

STEAL
--

OTHER
--

Diamond Shield

HALVES ⚡

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Paralyze, Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	32	2	3	--	--	--	--	--	--

Acquisition

BUY
Tomra (15000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Aegis Shield

HALVES None

USABLE BY
PLD Cecil

PREVENTS
Paralyze, Sleep, Petrify, Death, Gradual Petrify, Stop

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	34	5	4	--	--	--	--	--	--

Acquisition

BUY
Feymarch (20000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Genji Shield

HALVES None

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Petrify, Toad, Mini, Blind, Pig, Stop

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	36	3	4	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lair of the Father—B1

DROP
--

STEAL
--

OTHER
Equipped on Kain

Dragon Shield

HALVES 🔥 ◆ ⚡

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
Paralyze, Sleep, Stop

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	38	3	6	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B2

DROP
--

STEAL
--

OTHER
--

Crystal Shield

HALVES ●

USABLE BY
PLD Cecil

PREVENTS
Sleep, Poison, Death, Curse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	40	4	6	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B5

DROP
--

STEAL
--

OTHER
--

Onion Shield

HALVES None

USABLE BY
PLD Cecil, Kain

PREVENTS
Everything but Berserk

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
+(Lv/10)	0	0	0	--	--	--	+(Lv/3)	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Obtain Blue Tail from 118 Thunder Dragon and give to Tail Collector

Leather Cap

HALVES **None**

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	5	1	1	--	--	--	--	--	--

Acquisition

BUY
Kaipo, Troia (100 gil)

TREASURE
--

DROP
013 Alligator

STEAL
013 Alligator

OTHER
--

Headband

HALVES **None**

USABLE BY
Everyone but DRK Cecil

PREVENTS
Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	10	1	1	--	+5	--	--	--	--

Acquisition

BUY
Baron (450 gil)

TREASURE
--

DROP
053 Ogre; 099 Mad Ogre

STEAL
--

OTHER
--

Feathered Cap

HALVES **None**

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	6	3	3	--	--	--	--	--	--

Acquisition

BUY
Troia (330 gil)

TREASURE
--

DROP
034 Zu

STEAL
034 Zu

OTHER
Equipped on Edward

Iron Helm

HALVES **None**

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	0	0	0	--	--	--	--	--	--

Acquisition

BUY
Agart (150 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Kain

Wizard's Hat

HALVES **None**

USABLE BY
PLD Cecil, Rydia, Rosa, Palom, Porom, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	7	5	5	--	--	--	--	--	--

Acquisition

BUY
Mysidia (700 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Rosa, Palom, Porom

Green Beret

HALVES **None**

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	12	1	1	+200	+5	--	--	--	--

Acquisition

BUY
--

TREASURE
Tower of Babil—B12

DROP
--

STEAL
--

OTHER
Equipped on Edge

Dark Helm

HALVES **None**

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	0	0	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Cecil

Hades Helm

HALVES **None**

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	0	1	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Underground Lake—B2

DROP
--

STEAL
--

OTHER
--

Sage's Miter

HALVES None

USABLE BY
PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	8	7	7	--	--	--	--	--	--

Acquisition

BUY
Dwarven Castle (2000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Fusoya

Black Cowl

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
Sleep

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	14	1	1	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Sealed Cave—B2

DROP
--

STEAL
--

OTHER
--

Demon Helm

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	0	1	1	--	--	--	--	--	--

Acquisition

BUY
Fabul (980 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Lustrous Helm

HALVES None

USABLE BY
PLD Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	0	2	1	--	--	--	--	--	--

Acquisition

BUY
Mysidia (4000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Gold Hairpin

HALVES ⚡

USABLE BY
Rydia, Rosa, Porom

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	10	10	9	--	--	--	--	--	--

Acquisition

BUY
Tomra (20000 gil)

TREASURE
--

DROP
118 Thunder Dragon

STEAL
--

OTHER
Equipped on Rydia

Mythril Helm

HALVES None

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
8	0	2	2	--	--	--	--	--	--

Acquisition

BUY
Mythril (3000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Kain

Diamond Helm

HALVES ⚡

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	0	2	2	--	--	--	--	--	--

Acquisition

BUY
Tomra (10000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Ribbon

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
Everything but Berserk, Slow, Sap, Doom, Critical

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	12	12	12	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B7

DROP
193 Lunasaur

STEAL
--

OTHER
--

Genji Helm

HALVES None

USABLE BY
PLD Cecil, Kain, Cid, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	0	6	3	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lair of the Father—B2

DROP
--

STEAL
--

OTHER
Equipped on Kain

Dragon Helm

HALVES 🔥 ❄ ⚡

USABLE BY
PLD Cecil, Kain

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
11	0	7	4	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B3

DROP
--

STEAL
--

OTHER
--

Crystal Helm

HALVES 🔥 ❄ ⚡

USABLE BY
PLD Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
12	0	8	5	--	--	--	--	--	+3

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B5

DROP
--

STEAL
--

OTHER
--

Glass Mask

HALVES None

USABLE BY
Everyone

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
30	0	0	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
149 Deathmask

STEAL
--

OTHER
--

Onion Helm

HALVES None

USABLE BY
PLD Cecil, Kain, adult Rydia, Rosa, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
+(Lv/10)	0	+(Lv/10)	0	--	--	+(Lv/3)	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Obtain Green Tail from 106 Green Dragon and give to Tail Collector

BODY

Clothing

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	10	0	0	--	--	--	--	--	--

Acquisition

BUY
Kaipo, Troia (50 gil)

TREASURE
Mist

DROP
--

STEAL
--

OTHER
--

Prison Garb

HALVES None

USABLE BY
Everyone

PREVENTS
Sleep

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	10	1	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Cid

Leather Clothing

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	10	1	1	--	--	--	--	--	--

Acquisition

BUY
Kaipo, Troia (200 gil)

TREASURE
--

DROP
013 Alligator

STEAL
027 Skeleton

OTHER
--

Bard's Tunic

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
Silence

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	10	1	0	--	--	--	--	--	--

Acquisition

BUY
Mist (700 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Edward

Gaia Gear

HALVES None

USABLE BY
PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

PREVENTS
Gradual Petrify

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	12	3	3	--	--	--	--	--	--

Acquisition

BUY
Mysidia (500 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Tellah, Palom, Porom

Iron Armor

HALVES None

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	0	1	0	--	--	--	--	--	--

Acquisition

BUY
Iron Armor (600 gil)

TREASURE

DROP

STEAL

OTHER
Equipped on Kain

Dark Armor

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	0	1	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Cecil

Sage's Surplice

HALVES None

USABLE BY
PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	5	5	5	--	--	--	--	--	+5

Acquisition

BUY
Dwarven Castle (1200 gil)

TREASURE
Tower of Zot—B5

DROP
--

STEAL
--

OTHER
Equipped on Rosa

Kenpo Gi

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	20	2	1	--	+3	--	--	--	--

Acquisition

BUY
Baron (4000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Yang

Hades Armor

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	0	2	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Underground Lake—B1

DROP
--

STEAL
--

OTHER
--

Black Robe

HALVES None

USABLE BY
Rydia, Tellah, Palom, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
8	10	7	7	--	--	--	--	+5	--

Acquisition

BUY
Cave of Eblan (10000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Demon Armor

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	0	3	0	--	--	--	--	--	--

Acquisition

BUY
Fabul (3000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Black Belt Gi

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	30	3	2	--	+5	--	--	--	--

Acquisition

BUY
--

TREASURE
Dwarven Castle West Tower—3F

DROP
--

STEAL
--

OTHER
Equipped on Edge

Knight's Armor

HALVES None

USABLE BY
PLD Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
11	0	3	1	--	--	--	--	--	+3

Acquisition

BUY
Mysidia (8000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Luminous Robe

HALVES ⚡

USABLE BY
PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
12	10	9	9	--	--	--	--	+5	+5

Acquisition

BUY
Feymarch (20000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Rydia, Fusoya

Mythril Armor

HALVES None

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
13	0	4	2	--	--	--	--	--	--

Acquisition

BUY
Mythril (17000 gil)

TREASURE
--

DROP
101 Mythril Golem

STEAL
--

OTHER
--

Flame Mail

HALVES ◆

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
15	0	4	2	--	--	--	--	--	--

Acquisition

BUY
Dwarven Castle (20000 gil)

TREASURE
Tower of Zot—1F

DROP
090 Flame Knight

STEAL
--

OTHER
--

Power Sash

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
15	10	0	0	--	+15	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
150 Behemoth

STEAL
--

OTHER
--

Ice Armor

HALVES 🔥

USABLE BY	PREVENTS
PLD Cecil, Kain, Cid	None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
17	0	4	2	--	--	--	--	--	--

Acquisition

BUY	TREASURE
Cave of Eblan (25000 gil)	Tower of Babil—B10

DROP	STEAL	OTHER
--	--	--

Diamond Armor

HALVES ⚡

USABLE BY	PREVENTS
PLD Cecil, Kain, Cid	None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
19	0	4	2	--	--	--	--	--	--

Acquisition

BUY	TREASURE
Tomra (30000 gil)	--

DROP	STEAL	OTHER
--	--	--

Genji Armor

HALVES None

USABLE BY	PREVENTS
PLD Cecil, Kain, Cid, Edge	None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
21	0	7	4	--	--	--	--	--	--

Acquisition

BUY	TREASURE
--	Lair of the Father—B2

DROP	STEAL	OTHER
--	--	Equipped on Kain

Black Garb

HALVES None

USABLE BY	PREVENTS
Edge	None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
24	70	15	8	--	--	+3	--	--	--

Acquisition

BUY	TREASURE
--	Lunar Subterrane—B1

DROP	STEAL	OTHER
--	--	--

White Robe

HALVES None

USABLE BY	PREVENTS
PLD Cecil, Tellah, Rosa, Porom, Fusoya	Blind

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
18	10	10	6	--	--	--	--	--	+15

Acquisition

BUY	TREASURE
--	Lunar Subterrane—B5

DROP	STEAL	OTHER
--	--	--

Minerva Bustier

HALVES None

USABLE BY	PREVENTS
Rydia, Rosa, Porom	Paralyze

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
20	40	5	5	--	+15	+15	+15	-15	-15

Acquisition

BUY	TREASURE
--	Lunar Subterrane—B6

DROP	STEAL	OTHER
144 Moonmaiden	--	--

Dragon Mail

HALVES 🔥 ❄ ⚡

USABLE BY	PREVENTS
PLD Cecil, Kain	None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
23	0	8	5	--	--	--	--	--	--

Acquisition

BUY	TREASURE
--	Lunar Subterrane—B3

DROP	STEAL	OTHER
--	--	--

Crystal Mail

HALVES None

USABLE BY	PREVENTS
PLD Cecil	Toad, Silence, Mini, Blind, Pig, Berserk

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
25	0	10	6	--	--	--	--	--	+3

Acquisition

BUY	TREASURE
--	Lunar Subterrane—B5

DROP	STEAL	OTHER
--	--	--

Adamant Armor

HALVES All Elements

USABLE BY
Everyone but DRK Cecil

PREVENTS
Everything but Berserk, Slow, Sap, Doom, Critical

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
100	30	100	30	--	+15	+15	+15	+15	+15

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Obtain Pink Tail from 145 Flan Princess and give to Tail Collector

Onion Armor

HALVES None

USABLE BY
PLD Cecil, Kain, adult Rydia, Rosa, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
=Lv	0	=Lv	0	--	--	--	--	+(Lv/3)	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Obtain Black Tail from 147 Armored Fiend and give to Tail Collector

ARM ARMOR

Ruby Ring

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
Pig

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
0	10	3	2	--	--	--	--	--	--

Acquisition

BUY
Troia (1000 gil)

TREASURE
Mist

DROP
--

STEAL
--

OTHER
Equipped on Rosa, Edward

Cursed Ring

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
0	0	0	0	--	-15	-15	-15	-15	-15

Acquisition

BUY
--

TREASURE
--

DROP
037 Soul; 109 Evil Dreamer; 117 Belphegor

STEAL
--

OTHER
--

Iron Gloves

HALVES None

USABLE BY
PLD Cecil, Kain, Cid, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	0	0	0	--	--	--	--	--	--

Acquisition

BUY
Agart (130 gil)

TREASURE
--

DROP
--

STEAL
094 Skuldier

OTHER
Equipped on Kain

Dark Gloves

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	0	0	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Cecil

Iron Armlet

HALVES None

USABLE BY
Rydia, Tellah, Edward, Rosa, Yang, Palom, Porom, Edge, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	10	2	1	--	--	--	--	--	--

Acquisition

BUY
Agart (100 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Tellah, Yang

Power Armlet

HALVES None

USABLE BY
PLD Cecil, Kain, Yang, Cid, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	10	2	2	--	+5	--	--	--	--

Acquisition

BUY
--

TREASURE
Dwarven Castle East Tower—3F

DROP
053 Ogre; 150 Behemoth

STEAL
--

OTHER
--

Hades Gloves

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	0	0	0	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Underground Lake—B2

DROP
--

STEAL
--

OTHER
--

Silver Armlet

HALVES None

USABLE BY
Rydia, Tellah, Edward, Rosa, Yang, Palom, Porom, Edge, Fusoya

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	10	4	4	--	--	--	--	--	--

Acquisition

BUY
Mysidia (650 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Rydia, Palom, Porom

Rune Armlet

HALVES None

USABLE BY
Rydia, Tellah, Edward, Rosa, Yang, Palom, Porom, Edge, Fusoya

PREVENTS
Silence

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	10	8	8	--	--	--	--	+3	+3

Acquisition

BUY
Dwarven Castle (2000 gil)

TREASURE
--

DROP
115 Summoner

STEAL
--

OTHER
Equipped on Rydia

Diamond Armlet

HALVES ⚡

USABLE BY
Everyone but Cecil and Kain

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	10	8	6	--	--	--	--	--	--

Acquisition

BUY
Tomra (4000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Fusoya

Demon Gloves

HALVES None

USABLE BY
DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	0	0	0	--	--	--	--	--	--

Acquisition

BUY
Fabul (800 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Gauntlets

HALVES None

USABLE BY
PLD Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	0	1	1	--	--	--	--	--	+3

Acquisition

BUY
Mysidia (3000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Mythril Gloves

HALVES None

USABLE BY
PLD Cecil, Kain, Cid, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	0	2	2	--	--	--	--	--	--

Acquisition

BUY
Mythril (2000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
Equipped on Edge

Diamond Gloves

HALVES ⚡

USABLE BY
PLD Cecil, Kain, Cid

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	0	3	3	--	--	--	--	--	--

Acquisition

BUY
Tomra (5000 gil)

TREASURE
--

DROP
--

STEAL
--

OTHER
--

Genji Gloves

HALVES None

USABLE BY
PLD Cecil, Kain, Cid, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
8	0	5	3	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lair of the Father—B1

DROP
--

STEAL
--

OTHER
Equipped on Kain

Dragon Gloves

HALVES 🔥 ◆ ⚡

USABLE BY
PLD Cecil, Kain

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	0	6	3	--	--	--	--	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B3

DROP
151 Red Dragon

STEAL
--

OTHER
--

Giant's Gloves

HALVES None

USABLE BY
PLD Cecil, Kain, Yang, Cid, Edge

PREVENTS
Mini

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	0	0	9	--	+10	--	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
053 Ogre; 096 Steel Golem; 099 Mad Ogre

STEAL
--

OTHER
--

Crystal Gloves

HALVES None

USABLE BY
PLD Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
11	0	7	4	--	--	--	--	--	+3

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B5

DROP
--

STEAL
--

OTHER
--

Protect Ring

HALVES 🔥 ◆ ⚡

USABLE BY
Everyone but DRK Cecil

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	15	12	10	--	--	--	+15	--	--

Acquisition

BUY
--

TREASURE
Lunar Subterrane—B5

DROP
138 Ahriman

STEAL
--

OTHER
--

Crystal Ring

HALVES None

USABLE BY
Everyone but DRK Cecil

PREVENTS
Paralyze, Sleep, Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
20	15	12	10	--	--	+5	--	--	--

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
151 Red Dragon

OTHER
--

Onion Gloves

HALVES None

USABLE BY
PLD Cecil, Kain, adult Rydia, Rosa, Edge

PREVENTS
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
0	+(Lv/5)	0	+(Lv/5)	--	--	--	--	--	+(Lv/3)

Acquisition

BUY
--

TREASURE
--

DROP
--

STEAL
--

OTHER
Obtain Yellow Tail from 120 Yellow Dragon and give to Tail Collector

Items

DISPOSABLE ITEMS

These items are expended after a single use. They can be obtained in shops, from chests, by completing maps, and by defeating monsters.

Curative Items

Item	Description
Potion	Restores 100 HP.
Hi-Potion	Restores 500 HP.
X-Potion	Restores 1000 HP.
Ether	Restores 50 MP.
Dry Ether	Restores 100 MP.
Elixir	Fully restores HP and MP.
Megalixir	Fully restores entire party's HP and MP.
Phoenix Down	Removes KO status.
Gold Needle	Removes stone status.
Maiden's Kiss	Removes toad status.
Mallet	Removes mini status.
Diet Ration	Removes pig status.
Echo Herbs	Removes silence status.
Eye Drops	Removes blind status.
Antidote	Removes poison status.
Cross	Removes curse status.
Remedy	Removes all status ailments.
Alarm Clock	Removes sleep status.
Unicorn Horn	Removes all status ailments from entire party.
Tent	Restores HP, MP, and status of entire party.
Cottage	Fully restores HP, MP, and status of entire party.

Battle Items

Item	Description
Red Fang	Unleashes a powerful fire-based attack.
White Fang	Unleashes a powerful ice-based attack.
Blue Fang	Unleashes a powerful thunder-based attack.
Bomb Fragment	Casts Fire.
Bomb Crank	Casts Fira.
Antarctic Wind	Casts Blizzard.
Arctic Wind	Casts Blizzara.
Zeus's Wrath	Casts Thunder.
Heavenly Wrath	Casts Thundara.
Gaia Drum	Casts Quake.
Bomb Core	Causes the user to self-destruct.
Stardust	Casts Comet.
Lilith's Kiss	Casts Osmose.
Vampire Fang	Casts Drain.
Spider Silk	Casts Slow.
Silent Bell	Casts Silence.
Coeurl Whisker	Casts Death.
Bestiary	Casts Libra.
Bronze Hourglass	Casts a short-lasting Stop.
Silver Hourglass	Casts Stop.
Gold Hourglass	Casts an extended Stop.
Bacchus's Wine	Casts Berserk.
Hermes Sandals	Casts Haste.
Decoy	Casts Blink.
Holy Curtain	Casts Reflect.
Lunar Curtain	Casts Reflect and grants physical damage immunity.
Crystal	A Crystal obtained from Golbez.

Out of Battle Items

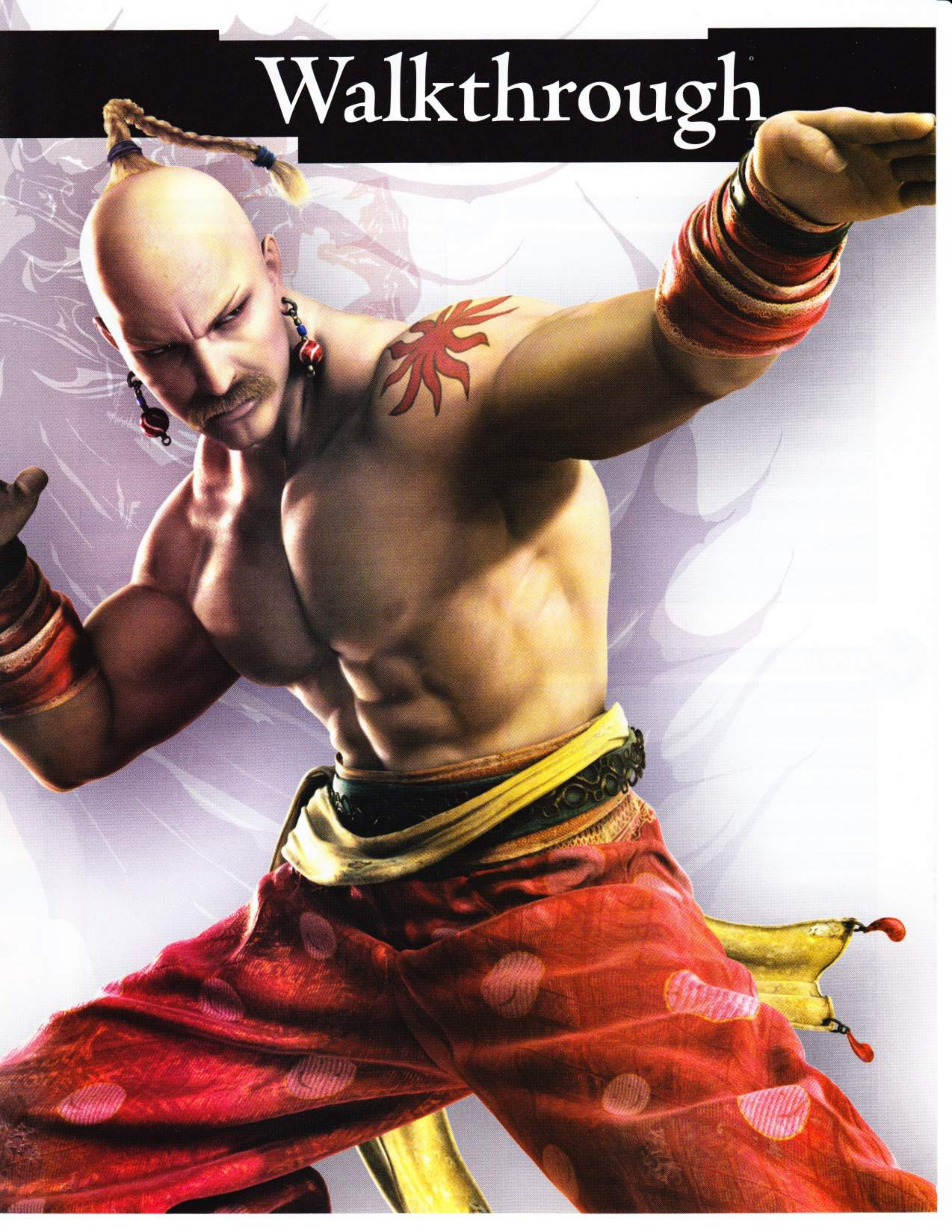
Item	Description
Dark Matter	Used to summon Geryon and Proto-Babil at Mt. Ordeals summit or Lunar Face during New Game+.
Emergency Exit	Allows party to escape from a cave or dungeon.
Gnomish Bread	Casts Sight.
Gysahl Greens	Summons Fat Chocobo at certain locations.
Gysahl Whistle	Summons Fat Chocobo.
Golden Apple	Increases Max HP by 100.
Silver Apple	Increases Max HP by 50.
Soma Drop	Increases Max MP by 10.
Siren	Causes nearby monsters to attack.
Lustful Lali--ho	A truly rousing read.
Ninja Sutra	A book of Eblanese arcana or so it appears.

Key Items

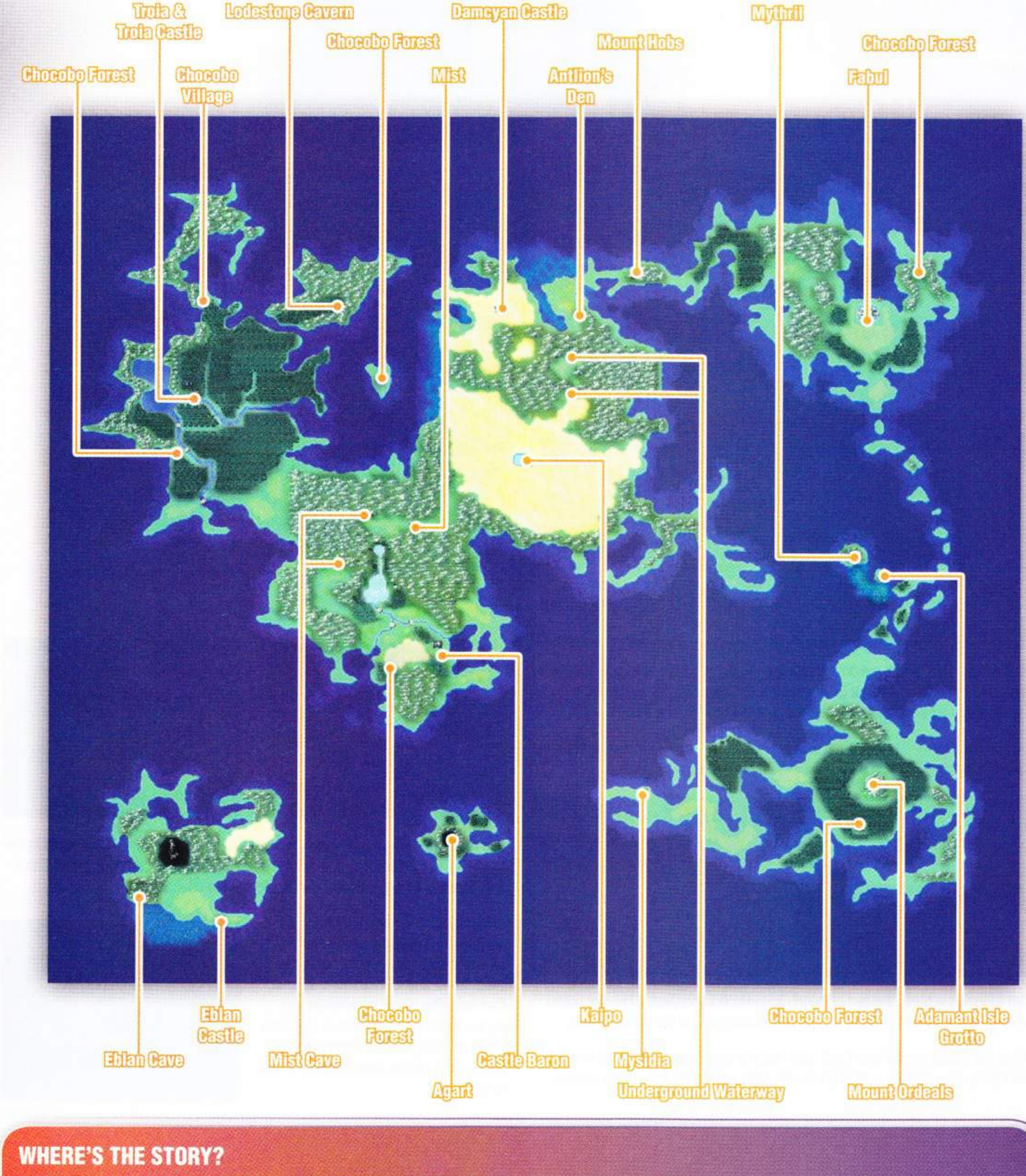
Most of these exclusive, valuable items are obtained normally by playing through the game's story. The various tails are extremely rare drops from certain difficult monsters (106 Green Dragon, 118 Thunder Dragon, 120 Yellow Dragon, 145 Flan Princess, 147 Armored Fiend, 151 Red Dragon). Trade the tails to the Tail Collector in Adamant Isle Grotto for the game's most powerful equipment!

- **Adamantite**
- **Baron Key**
- **Black Tail**
- **Blue Tail**
- **Carnelian Signet**
- **Earth Crystal**
- **Frying Pan**
- **Green Tail**
- **Lugae's Key**
- **Luca's Necklace**
- **Magma Stone**
- **Member's Writ**
- **Pink Tail**
- **Rat Tail**
- **Red Tail**
- **Sand Pearl**
- **Whisperweed**
- **Yellow Tail**

Walkthrough



Overworld

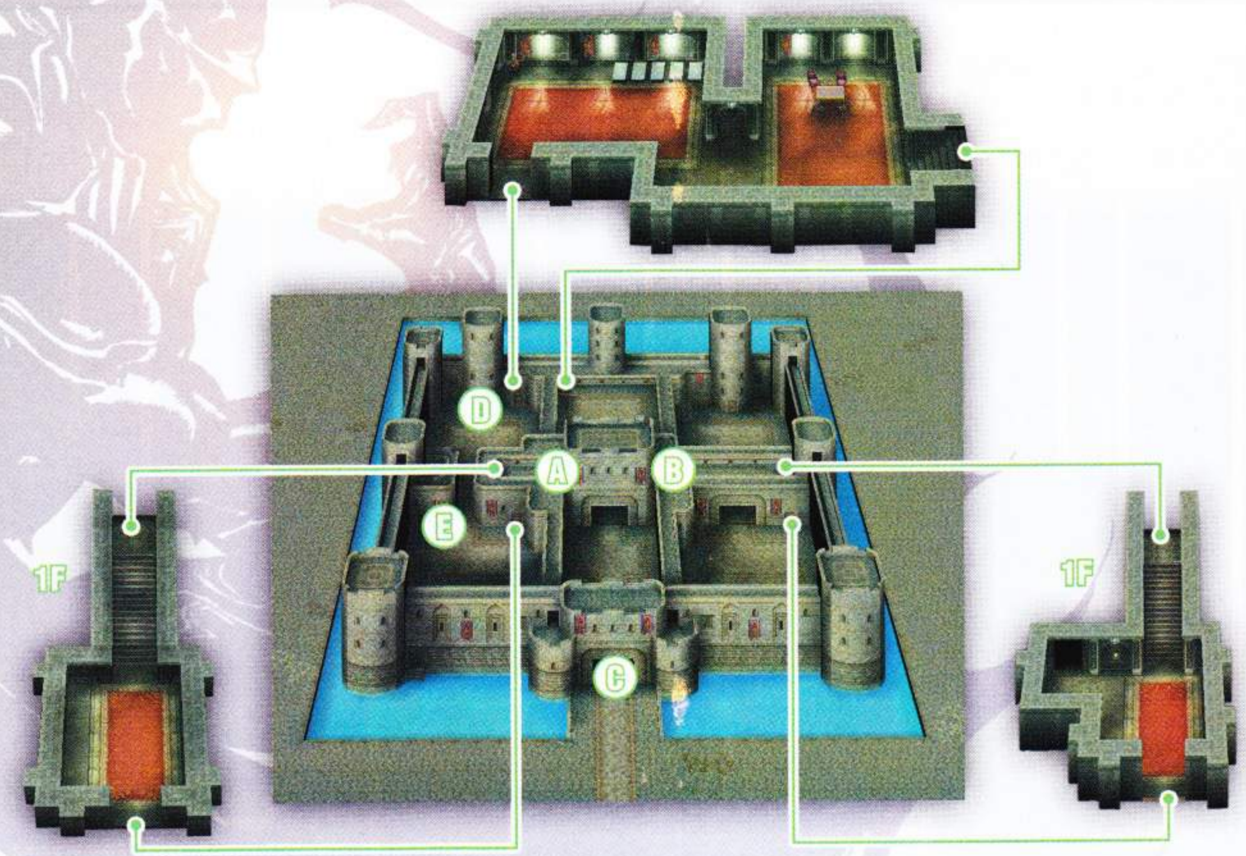

Troia & Troia Castle
Lodestone Cavern
Damcyan Castle
Mythril
Chocobo Forest
Mount Hobs
Chocobo Forest
Chocobo Forest
Chocobo Village
Mist
Antlion's Den
Fabul
Eblan Castle
Chocobo Forest
Kaipo
Chocobo Forest
Adamant Isle Grotto
Eblan Cave
Mist Cave
Castle Baron
Mysidia
Agart
Underground Waterway
Mount Ordeals

WHERE'S THE STORY?

The walkthrough has been written in such a way to avoid spoiling any elements of the game's story. The information provided in the walkthrough covers the actions that must be taken to continue the adventure, without touching on the tale that unfolds as you play.

Baron Castle

Items Found: 480 gil, Tent, Ether



AN UNEASY TRIP HOME

Cecil and the Red Wings are on a return flight to Baron Castle from a questionable mission to the town of Mysidia. Their conversation about the increased encounters with monsters is interrupted by the appearance of two Floating Eyes.

You can use Cecil's Darkness ability to end the battle sooner, or rely on regular attacks if you're not concerned about the length of the fight.

Darkness

After winning the battle, the rest of the trip is uneventful and Cecil is brought before the king. At the end of the audience, the king hands over the **Carnelian Signet**.

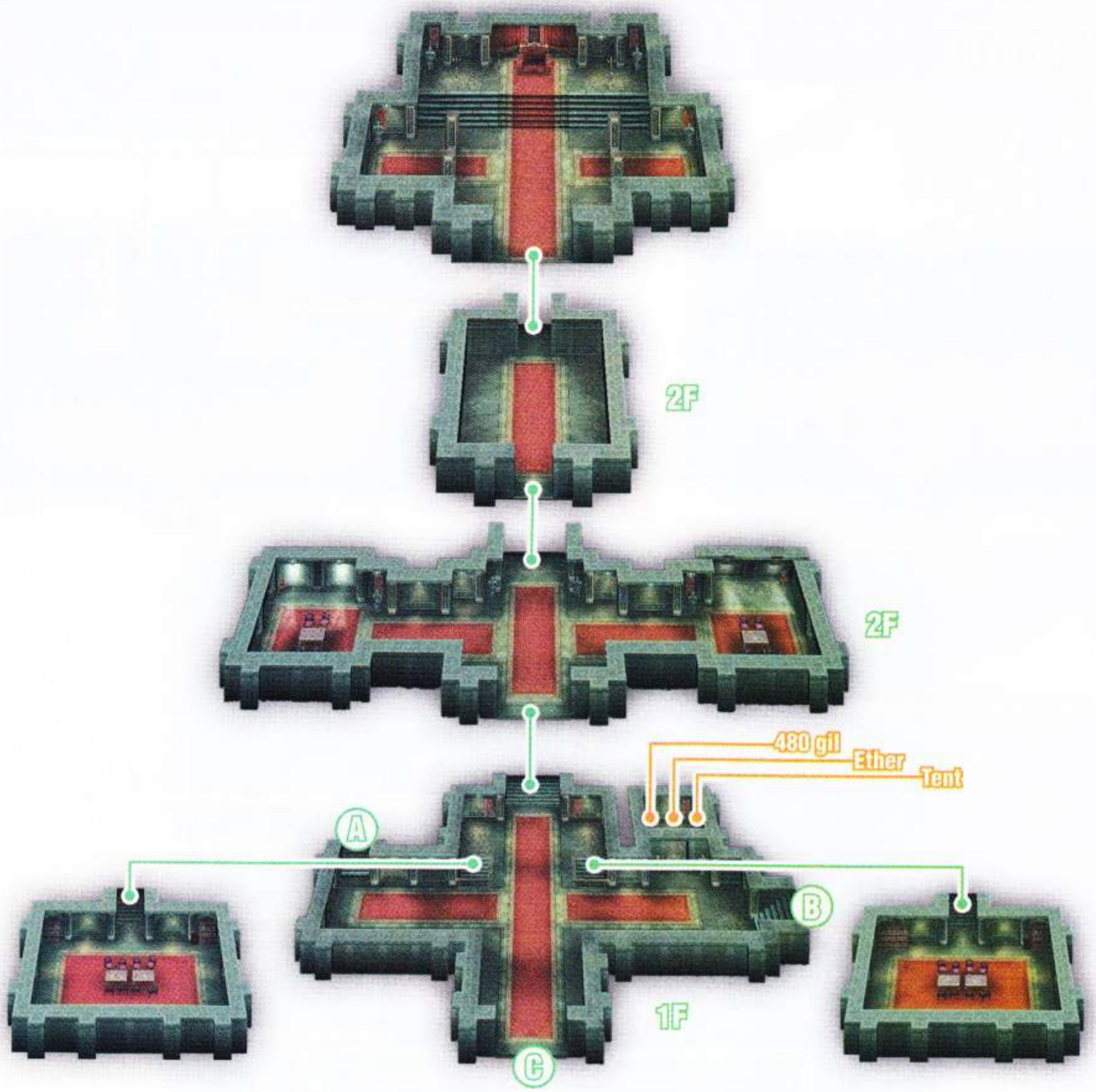
When you regain control over Cecil, don't be in a rush to rest right away. Instead, visit the next room to the east and talk with Kain, who is looking out the window.

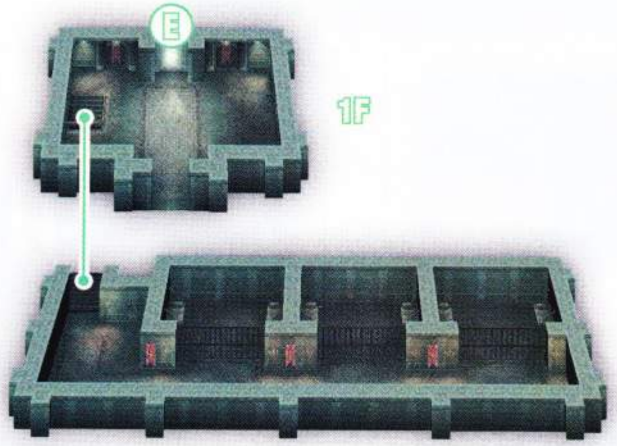
Obtained Carnelian Signet.

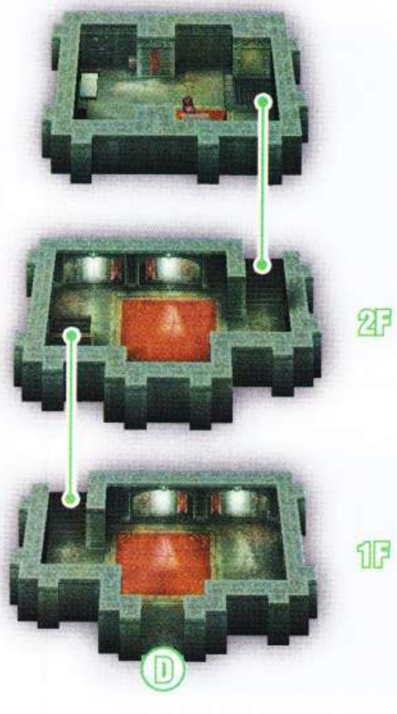
Kain
What is it?

The next stop is down one level on Baron Castle 1F. Speak with the guard in the east alcove, then use the switch on the wall to open a secret door. Head inside and grab the **480 gil**, **Ether**, and **Tent** from the chests.

Most of the castle is open for exploration, but some sections are off-limits. Your final destination is the West Tower and Cecil's room, so head that way after some exploration and conversation with the castle's denizens. Upon reaching Cecil's Bedchamber, press the A Button near the bed to rest for the night.







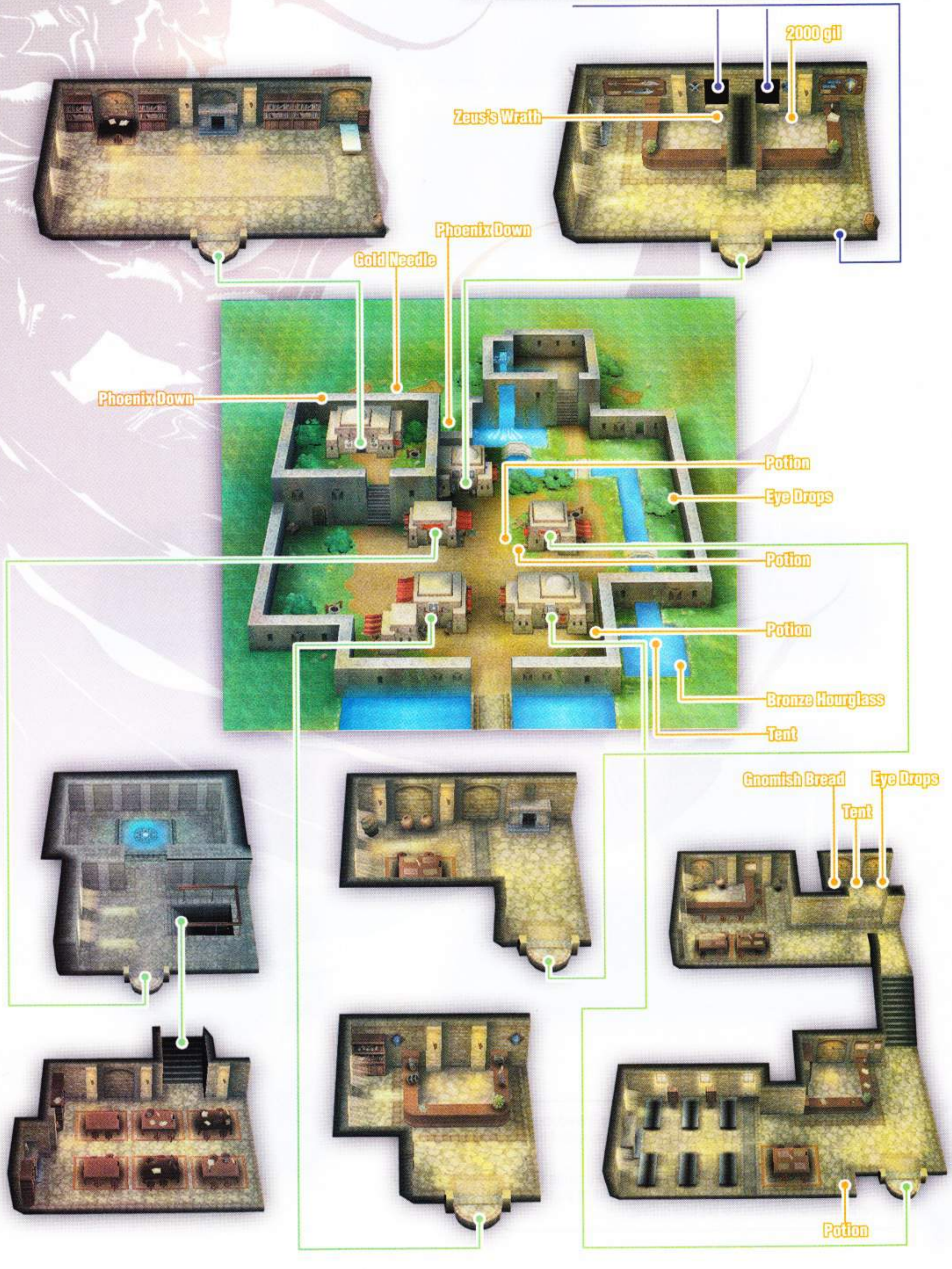
NAMINGWAY

Namingway appears throughout the adventure, introducing new game concepts while changing his name to reflect his constantly-evolving attitude.

His first incarnation claims to have the ability to change Cecil's name, but being unable to change it causes him to go on his own adventure to discover his true calling.

Baron

Items Found: Potion x4, Gnomish Bread, Tent x2, Eye Drops x2, Gold Needle, Phoenix Down x2, Bronze Hourglass


2000 gil
Zeus's Wrath
Phoenix Down
Gold Needle
Phoenix Down
Potion
Eye Drops
Potion
Potion
Bronze Hourglass
Tent
Gnomish Bread
Eye Drops
Tent
Potion

Inn

Cost
50 gil

Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes Stone status.
Eye Drops	30	Removes Blind status.
Antidote	40	Removes Poison status.
Tent	100	Restores HP, MP, and status of entire party.
Bestiary	50	Casts Libra.

The Armorer and Weaponsmith are both closed initially, which means the Sundries shop is the only place to purchase items. If you acquire everything available in town and from Baron Castle, obtaining Antidotes becomes your only real need.

WHAT TO BUY

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Headband	450	1	10	1	1	Strength +5
Kenpo Gi	4000	5	20	2	1	Strength +3
Silver Armlet	650	4	10	4	4	None

Weaponsmith

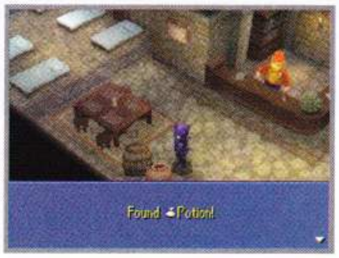
Item	Price	Attack	Accuracy	Notes
Thunder Rod	700	12	80	Intellect +2, Element: Thunder.
Healing Staff	480	9	80	Spirit +3, Heals the target.
Flame Claws	350	5	95	Stamina +1, Element: Fire.
Ice Claws	450	5	95	Stamina +1, Element: Ice.
Thunder Claws	550	5	95	Stamina +1, Element: Thunder.

Encounters Outside Baron

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Floating Eye	11	40	150	7	Fire, Wind	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Goblin	10	30	90	5	--	--	--	Potion (20%), Tent(12%), Bronze Hourglass (5%), Goblin (0.4%)	Potion (60%)
Sword Rat	10	31	93	5	--	--	--	Potion (20%)	Potion (60%)
Helldiver	10	28	56	4	Wind	Earth	--	Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)	Phoenix Down (60%)

STOCKING UP IN BARON

Next up is a trip to the nearby town of Baron. Speak with the citizens while collecting the **Potions** and **Eye Drops** found inside the town walls.

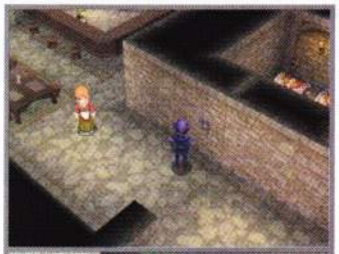

Found Potion!

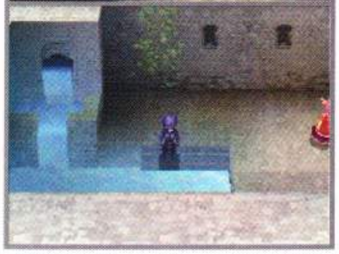
A stairway located at the north end of town leads into the water. Follow the waterway to the square pool near the entrance to the town and search the water for a **Tent** and a **Bronze Hourglass**.

Use the small doorway east of the waterfall to venture outside the town's walls. Stay close to the wall and head west. Grab the pair of **Phoenix Downs** and a **Gold Needle**, then return inside the city walls.

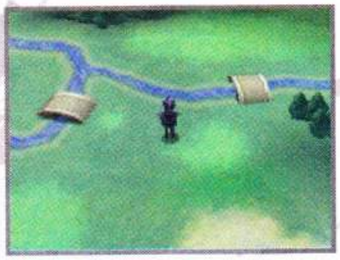
A few doors are locked currently, but there's nothing you can do with them right now. If you need a refresher on some game controls, go to the basement of the Devil's Road building, which is down the stairs from Cid's House.

Go inside the Inn and examine the urn nearest the door to collect a **Potion**. Go up the stairs and use the switch on the wall to open the secret door to collect the **Gnomish Bread**, **Tent**, and **Eye Drops**. That's it for the town, so now it's time to depart for Mist.





The path to Mist goes through Mist Cave. To reach the cave, go north and then west from Baron. You must cross the river to reach it, but there are a few bridges to utilize for this purpose. Follow the valley through the mountains to reach the entrance to Mist Cave.



CARTOGRAPHY BONUS

Namingway appears before the party takes a second step into the cave. Now known as Mappingway, he hands over the **Wayfarer's Map**. This item draws maps of areas as you explore them or, in some cases, displays a completed map. Even better, when you complete a previously blank map, you receive a reward!

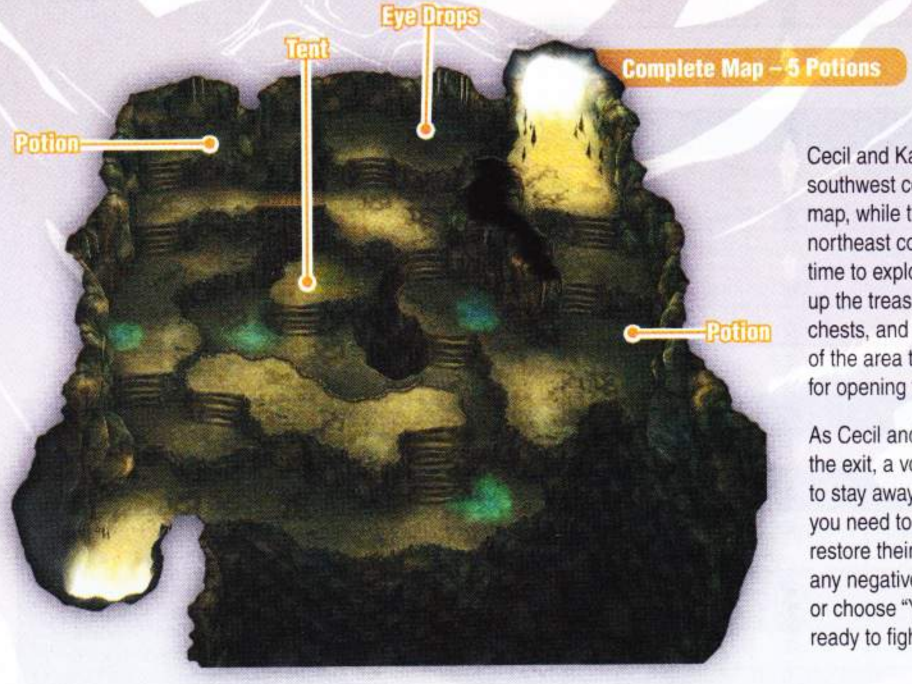
CHOCOBO FOREST

A Chocobo Forest is due south of the path to Mist. You can't do much here until you acquire some Gysahl Greens. If you speak with the white chocobo, however, it restores everyone's MP! When riding chocobos out in the field, you avoid all random encounters. Talk with a yellow chocobo to use it as a mount.

Caught you, white chocobo!

Mist Cave

Items Found: Potion (x2), Eye Drops, Tent



Cecil and Kain begin in the southwest corner of the map, while the exit is in the northeast corner. Take some time to explore the area, pick up the treasures from the chests, and explore every inch of the area to earn the bonus for opening the entire map.

Obtained Potion.

As Cecil and Kain approach the exit, a voice warns them to stay away. Select "No" if you need to use Potions to restore their health or remove any negative status effects, or choose "Yes" when you're ready to fight the Mist Dragon.

Cecil

Who's there?

Encounters in Mist Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Eyewing Moth	12	39	78	5	Wind	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Larva	10	25	50	4	Ice	--	--	Potion (20%), Hi-Potion (5%)	Potion (60%)

Mist Dragon

HP 566
Lv 12
Exp 1112
Gil 0

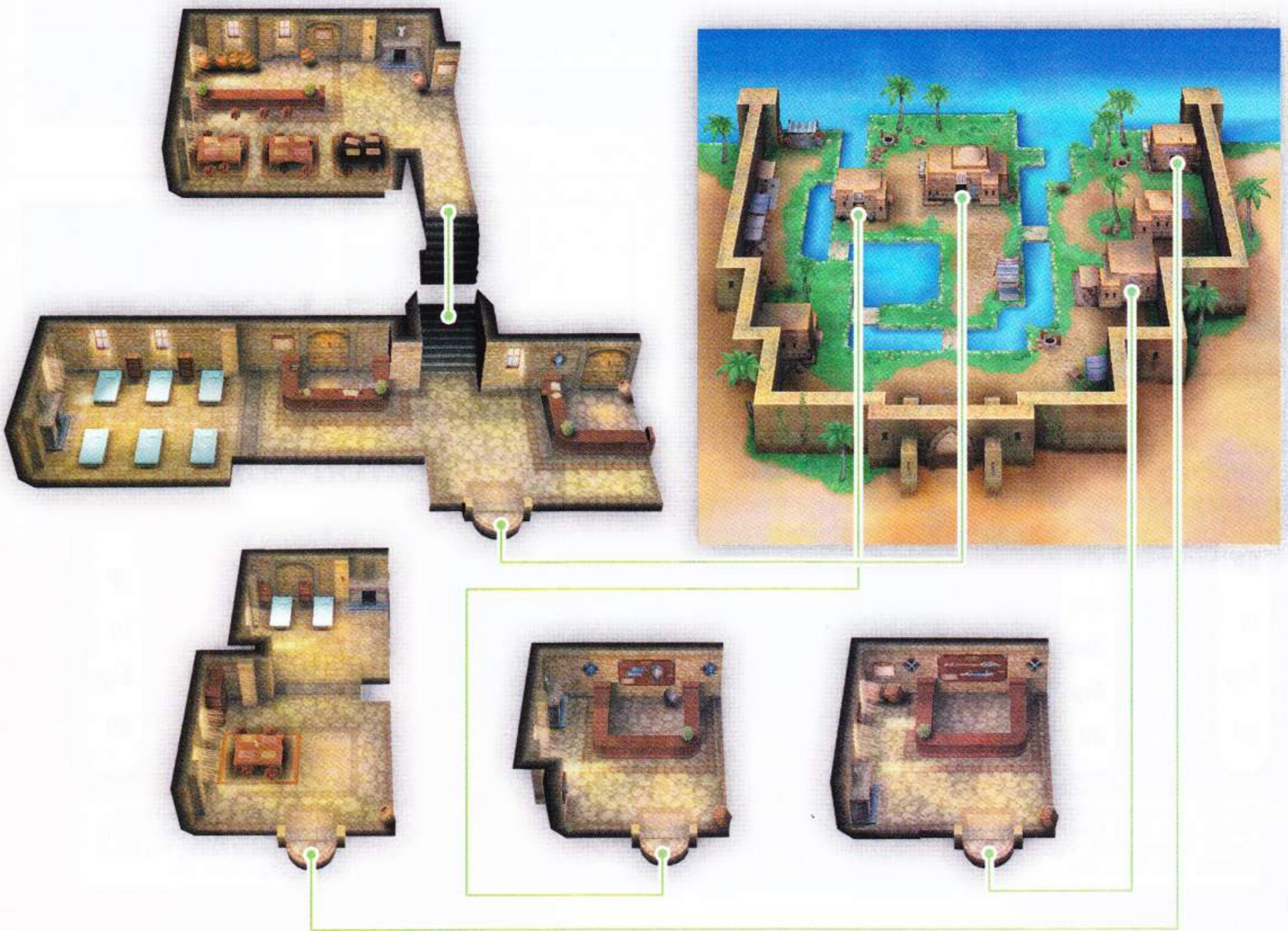
Wk ● **Res** ◆ **Absorb** ✦ **Susc. to** Slow, Sap

Rely on standard attacks from Cecil to open the battle. It's okay to let Kain Jump for his first action, but switch to regular attacks afterward, or use the Red Fang that was in the starting inventory. When the boss shifts to mist form, do not attack, since it counters with Freezing Mist. Use Potions to restore health, or simply Defend until the dragon reverts to its normal form.

MIST

The village of Mist lies to the east of the cave's exit point. Entering the village begins a catastrophic chain of events that result in Cecil being separated from Kain and becoming in charge of taking a young girl to safety. There is an encounter that appears to be a boss fight, but it ends quickly whether you choose to attack or Defend.

Kaipo



Inn

Cost
50 gil

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Leather Cap	100	1	5	1	1
Clothing	50	1	10	--	--
Leather Clothing	200	3	10	1	1
Iron Armlet	100	2	10	2	1

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Rod	100	5	80	Intellect +1
Staff	160	6	80	Spirit +1
Bow	220	10	75	Speed +1
Iron Arrows	50	5	80	None

Pick up two Leather Caps (one each for Rydia and future allies) as soon as you visit the Armorer. There's nothing as important to purchase from the Weaponsmith, but you can equip Rydia with the Staff to add a slight boost to her melee damage. However, it is generally more effective to keep her in the back row using an equipped Rod as an item to cast Mage Arrows.

WHAT TO BUY

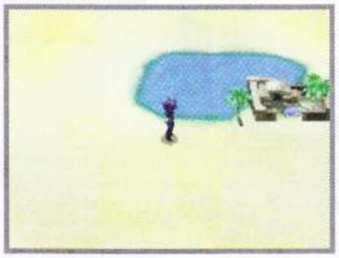
Encounters in the Desert

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Sand Worm	12	500	1750	54	Ice	Fire	Earth	Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)	Potion (60%)
Desert Sahagin	12	40	100	6	Ice	Fire	Water	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Hundlegs	12	46	115	7	Ice	Fire, Earth	--	Antidote (20%), Potion (12%)	Antidote (60%)
Tiny Mage	13	50	224	16	--	--	--	Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)	Rod (40%)

JOURNEY ACROSS THE SANDS

The young girl's outburst leaves a mountain range between Cecil and Mist. The nearest town is northeast, through the desert. Cecil can slay most of the foes in this area by himself, so don't worry. If a Sand Worm appears, though, it's best to run away as this foe has a special Whirlwind ability that inflicts major damage!

Upon entering Kaipo, Cecil takes Rydia to rest in the Inn. Unfortunately, uninvited guests from Baron spoil the night's rest and they challenge Cecil for possession of the young girl!



Cecil

I need to find a place to let this child rest.

General

HP	100
Lv	14
Exp	300
Gil	100

Wk	None
Res	None
Abs	None
Drp	None
Stl	None

Susc to Paralyze, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap

General: Attack!

The soldiers should fall after being struck by a single attack from Cecil, but let at least one soldier live. If the General is the last one standing, he'll flee from battle. Eliminate the General first, since this leaves the remaining Soldiers in a confused state.

Baron Soldier (x3)

Wk	None
Res	None
Abs	None
Drp	None
Stl	None

HP	45
Lv	9
Exp	112
Gil	6

Susc to Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

After the battle, Rydia introduces herself and joins the party. After visiting the shops in Kaipo and speaking with the inhabitants, make it a priority to visit two points of interest. Check the northwest corner of town to find the Fat Chocobo. The first time you speak with it, Namingway appears to explain a few things.

FUN WITH FAT CHOCOBO

Currently, there is only one option for Fat Chocobo—Rydia's Eidolon. Over time, the other three options become available. To learn more about Whyt, check out the appendix in this guide.

The home in the northeast corner of town contains a stranger to the town, but someone well-known to Cecil. Walk to the back side of the house and, after a brief exchange, Rosa hands over the **Auto-Potion** augment. Keep this augment in your inventory for now. Your next task is to find a way to heal Rosa and the path starts with a trip through an underground waterway to the northeast.

Obtained Auto-Potion augment.

LIVINGWAY AND THE BESTIARY

Namingway is inside the doorway in the house with Rosa. This time, though, he is called Livingway. More importantly, he has a bestiary that lists all the enemies defeated in battle.

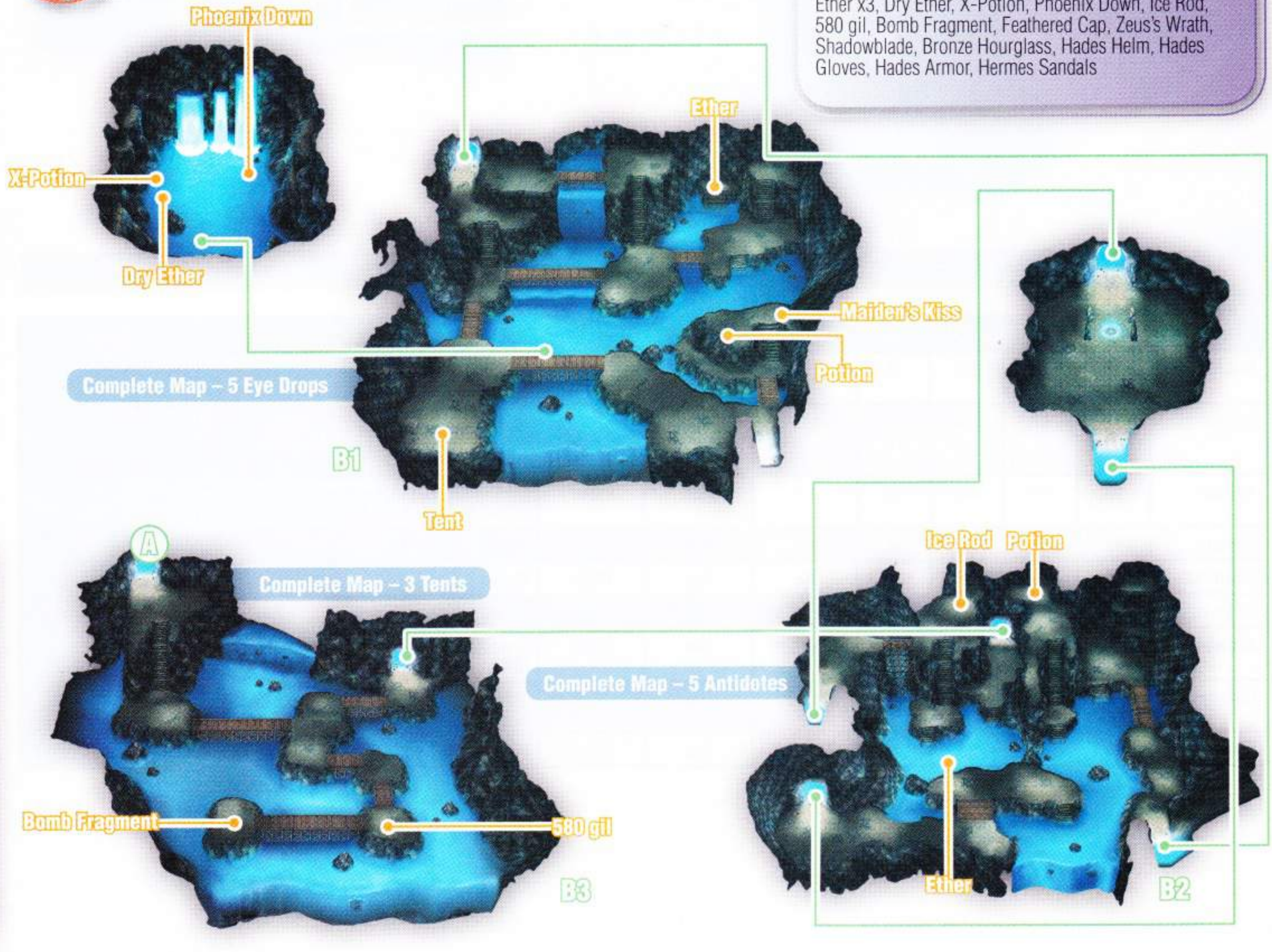
The waterway's entrance is northeast of Kaipo. But first, take some time to fight some battles in the sands around the town to allow Rydia to gain some levels and new spells. Spend a night in the Inn afterward to restore everyone's HP and MP, then set out across the desert.

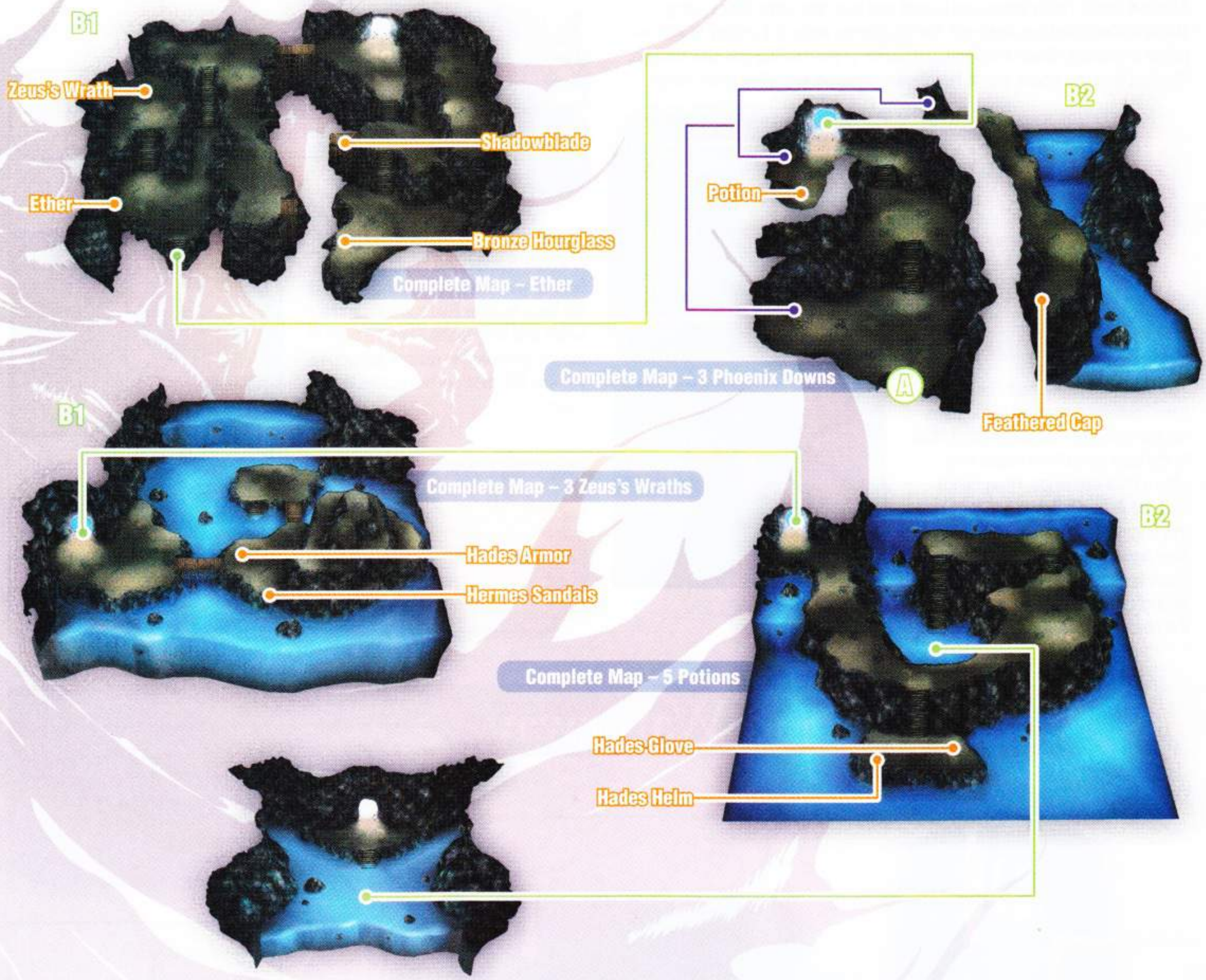
AUTO-POTION AUGMENT

Unfortunately, it isn't possible to earn every augment during your first playthrough of *Final Fantasy IV*. The best use of Auto-Potion is to hand it to Palom or Porom when they join the party. You don't need to make it an active ability for either one, but it should go to one of them.

Underground Waterway

Items Found: Maiden's Kiss, Potion x3, Tent, Ether x3, Dry Ether, X-Potion, Phoenix Down, Ice Rod, 580 gil, Bomb Fragment, Feathered Cap, Zeus's Wrath, Shadowblade, Bronze Hourglass, Hades Helm, Hades Gloves, Hades Armor, Hermes Sandals




B1
Zeus's Wrath
Shadowblade
Ether
Bronze Hourglass
Complete Map - Ether
B2
Potion
Complete Map - 3 Phoenix Downs
A
Feathered Cap
B1
Complete Map - 3 Zeus's Wraths
B2
Hades Armor
Hermes Sandals
Complete Map - 5 Potions
Hades Glove
Hades Helm

Encounters in the Underground Waterway

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Red Mousse	16	35	201	15	Fire	Thunder	--	Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)	Potion (60%)
Zombie	14	87	130	10	Fire, Holy	Ice, Thunder, Dark	--	None	Potion (60%)
Alligator	13	175	438	20	Ice	Fire	Water	Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)	Leather Cap (40%)
Toadgre	14	66	165	9	Ice	Fire	Water	Maiden's Kiss (20%)	Maiden's Kiss (60%)
Gigantoad	14	94	235	12	Ice	Fire	Water	Maiden's Kiss (20%)	Maiden's Kiss (60%)
Sahagin	14	110	275	14	Thunder	Fire	Water	None	Potion (60%)
Amoeba	14	125	188	14	Thunder	Fire	Water	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Fangshell	15	55	82	7	Thunder	Fire	Water	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Killer Fish	15	60	90	8	Thunder	Fire	Water	Potion (20%), Hi-Potion (12%)	Potion (60%)

UNDERGROUND WATERWAY SOUTH

The initial area of the Underground Waterway has a handful of chests and a new ally in the form of Tellah, the sage. He's waiting for the party on a bridge on the west side of the area.

Take the stairs on the east side of the map and descend into the water. Go north to reach the platform with a chest that holds an **Ether**. There's also a hidden door underneath the long waterfall in the room that leads to a room with three chests.

The **Ice Rod** is the most notable item that is available from the chests on B2. Although this weapon is a nice upgrade for Rydia or Tellah, its more important role is its ability to cast an MP-free Blizzard spell (select it via Items on the battle menu).

The other point of interest is the Save Point, which is tucked away in a small cave on the west side of the map. Tellah offers the use of his Tent to restore the party before continuing through the waterway.

Tellah

We'll use my tent here. We need to recover our strength before we face that beast.

UNDERGROUND WATERWAY NORTH

Underground Waterway—B3 only has two chests, but the good news is that the party gets to stay dry for the first time! B2 North has a secret passage that leads to a **Feathered Cap**.

Grab the **Shadowblade** from the chest on the broken bridge section of B1 North and equip it on Cecil. The exit from this area leads to the Overworld map, which provides the opportunity to save your progress and use a Tent to restore the party before returning to the underground. Before using the Tent, check the group's status to see if anyone is approaching a new level.

Obtained Feathered Cap.

Obtained Shadowblade.

UNDERGROUND FALLS AND LAKE

Walk into the water near the edge of the waterfall, then jump down when everyone is ready. The upgrades for Cecil continue here, as **Hades Helm** and **Hades Gloves** are both available from chests in B2, along with **Hades Armor** from B1. Make sure the entire party's HP is topped off, then approach the tentacles to trigger a boss fight.

Obtained Hades Helm.

Boss: Octomammoth

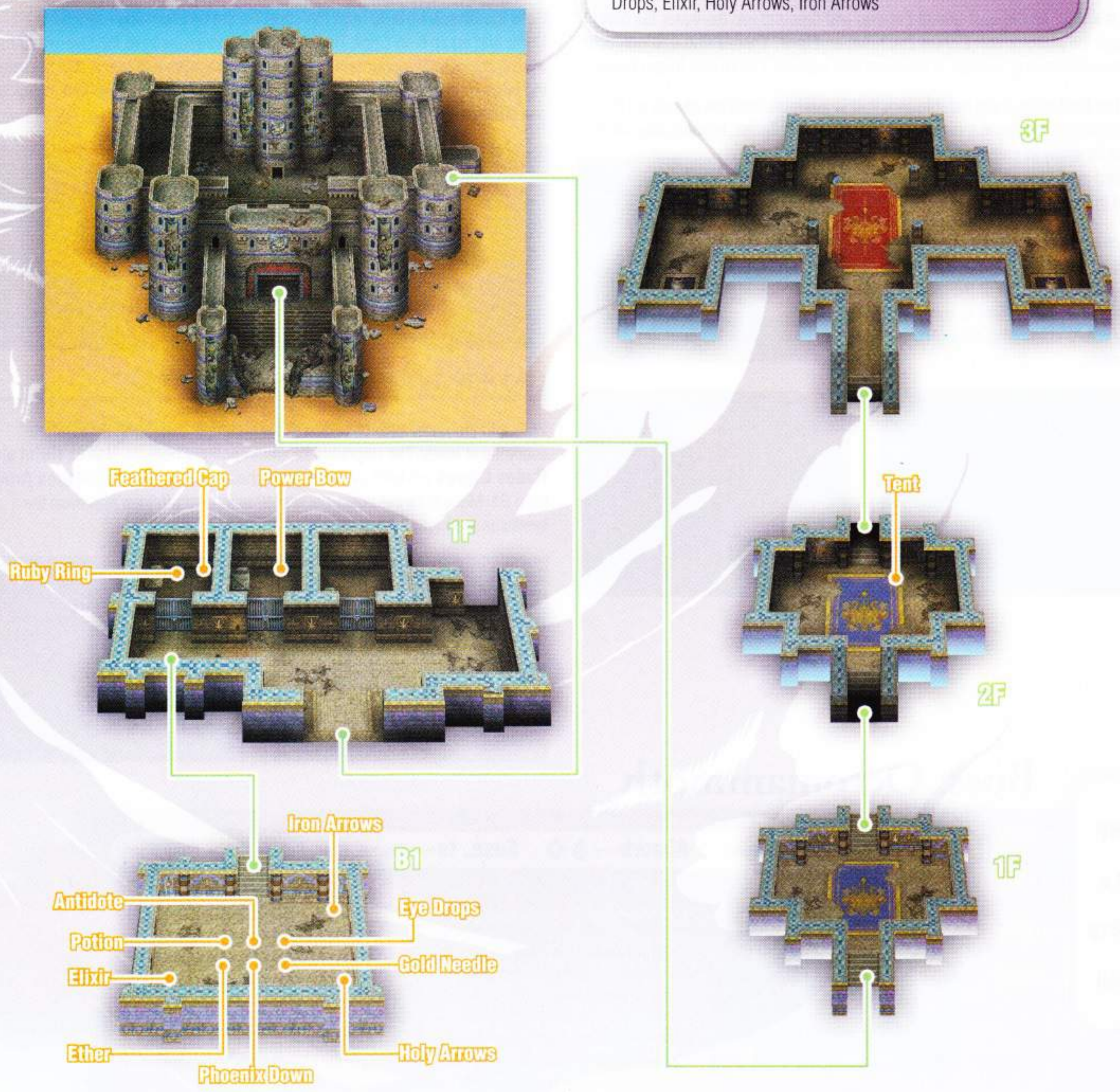
HP	3350
Lv	15
Exp	10050
Gil	1000

Wk ⚡ ● **Res** None **Absorb** 💧 ✧ **Susc. to** Silence, Blind, Poison, Curse, Slow, Sap

Octomammoth is vulnerable both to Cecil's Darkness-enhanced blade attacks and Thunder spells. During Cecil's first turn, use his Darkness ability and cast Thunder with Rydia and Tellah. After the first turn, let Cecil hammer away with Darkness-enhanced attacks and make Tellah and Rydia trade off casting Thunder on Octomammoth and healing the party. If only one character needs healing, use Rydia's Cure. If multiple people need healing, go with Tellah and Cura. To monitor your progress in the fight, simply count the number of tentacles that Octomammoth has remaining.

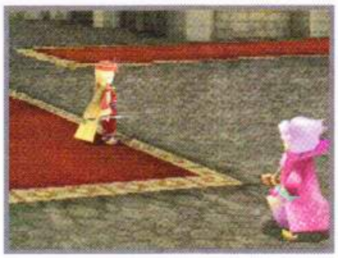
Damcyan Castle

Items Found: Tent, Power Bow, Feathered Cap, Ruby Ring, Ether, Phoenix Down, Gold Needle, Potion, Antidote, Eye Drops, Elixir, Holy Arrows, Iron Arrows


3F
Tent
2F
1F
Feathered Cap
Power Bow
1F
Ruby Ring
Iron Arrows
B1
Antidote
Eye Drops
Potion
Gold Needle
Elixir
Ether
Holy Arrows
Phoenix Down

MOMENTS TOO LATE

After the Red Wings fly away, enter Damcyan Castle, go up two flights of stairs, and grab the **Tent** from the chest. There is a body on the floor of 3F, but don't examine it yet; instead, switch any of Tellah's equipment to Rydia, if it provides an improvement. Note that the fight that takes place between Tellah and the spoony bard is completely automated.



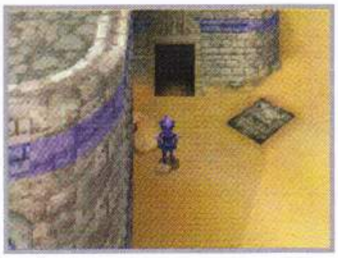
CHEAPER THAN AN INN!

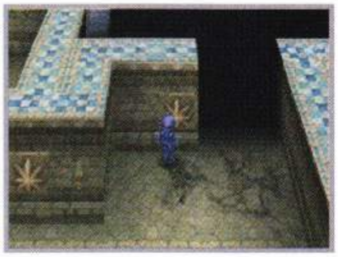
The urns on 3F restore MP, remove negative status effects, and restore HP at no cost. Edward joins the party at a slightly lower level, so fight some random battles to gain experience, then return to this room to restore everyone's health and MP.

HP and status restored.

Beyond his songs, Edward has access to a hovercraft. This craft allows travel over land and shallow water. Before you visit the Antlion's Den, return to the castle and hug the east side of the wall. There's a doorway that leads down to the castle's dungeons.

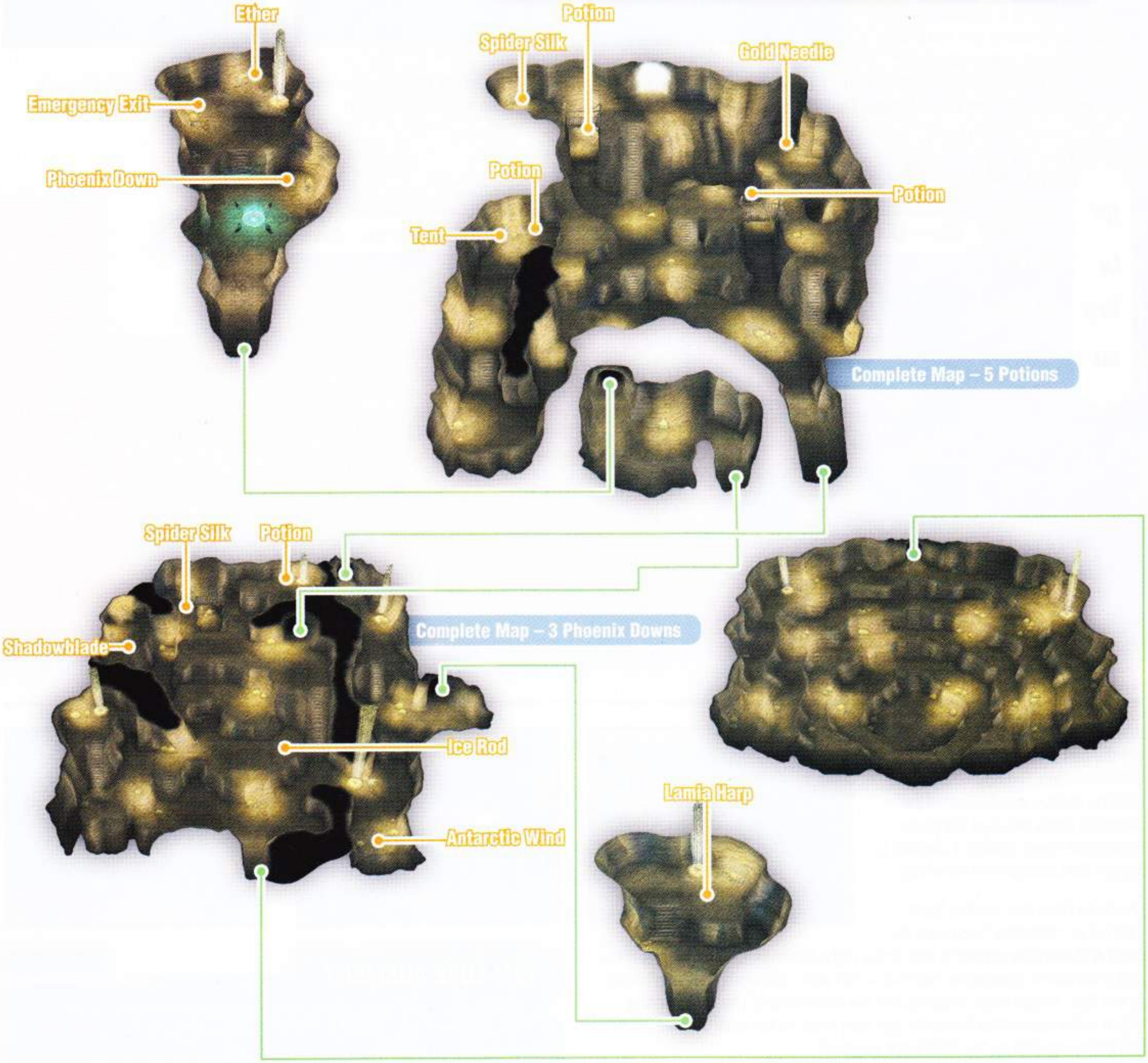
Go past the last cell and hit the star shape on the wall to open the wall. There's a hidden staircase in the opposite corner of the room that leads to a room with six chests. Collect the contents of the chests and check the corners of the room for **Iron Arrows**, **Holy Arrows**, and an **Elixir**. After plundering the castle, head east to the Antlion's Den.





Antlion's Den

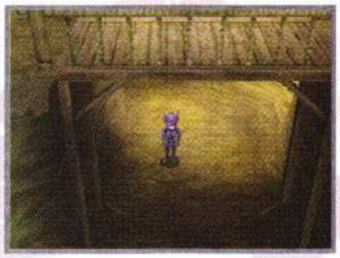
Items Found: Spider Silk x2, Potion x4, Gold Needle, Tent, Phoenix Down, Ether, Emergency Exit, Lamia Harp, Antarctic Wind, Ice Rod, Shadowblade

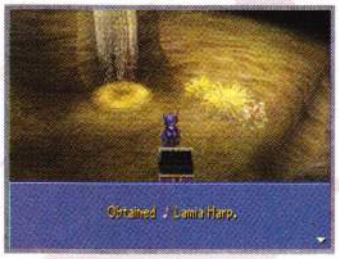

Ether
Emergency Exit
Phoenix Down
Potion
Spider Silk
Gold Needle
Potion
Tent
Potion
Complete Map – 5 Potions
Spider Silk
Potion
Shadowblade
Complete Map – 3 Phoenix Downs
Ice Rod
Antarctic Wind
Lamia Harp

Encounters in the Antlion's Den

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Adamantoise	18	190	665	24	Ice	Thunder	--	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Yellow Jelly	17	60	238	18	Thunder	Fire	--	Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)	Potion (60%)
Domovoi	18	100	300	14	--	--	--	Potion (20%), Tent (12%)	Potion (60%)
Basilisk	18	140	420	9	Ice	--	--	Golden Needle (20%)	Golden Needle (60%)
Leshy	19	130	480	10	Fire	Ice, Thunder	--	Potion (20%)	Potion (60%)

DESCEND INTO THE DEN




Obtained ♪ Lamia Harp.

Watch the map carefully as it fills in during your exploration, as some areas aren't fully revealed until Cecil and company get close enough. However, it isn't possible to completely clear the first area's map until you go down to B2.

Antlion's Den-B2 is a sprawling level with multiple chests to loot and a few cave mouths that lead to rooms with chests. It also has a secondary entrance to B1 and a Save Point. Don't miss the chest with the **Lamia Harp,** as this weapon provides a huge boost to Edward's melee attack score. Once at the Antlion's Den, restore everyone's health and walk straight down to meet the Antlion.

Boss: Antlion

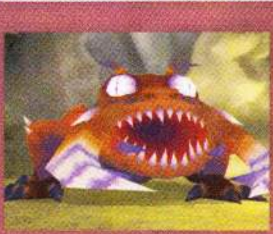
HP 2000

Lv 17

Exp 6000

Gil 1500

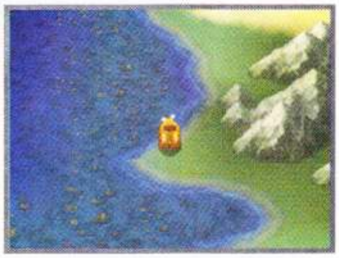
Wk ◆ **Res** None **Absorb** 💧 **Susc. to** Silence, Blind, Poison, Curse, Slow, Sap

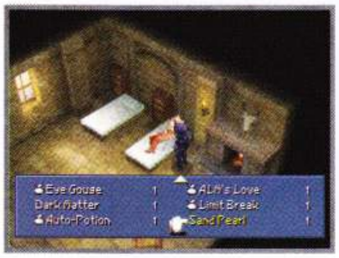


Rydia
White Magic
Black Magic
Summon
Items

The keys to this fight are the eyes of the Antlion. When her eyes are white, she performs Counter: Pincers in retaliation to any physical attacks. When her eyes turn red, she counters magic attacks with Counter: Pincers. Have Cecil use Darkness immediately, then Defend until the Antlion's eyes turn red. When her eyes are red, have Cecil attack and let Rydia focus on healing. When her eyes are white, let Rydia cast Blizzard and let Cecil Defend. Alternate Edward's actions between singing Life's Anthem and using Salve to apply Potions when necessary.

SAVE ROSA!




Eye Gouge	1	Alth's Love	1
Dark Matter	1	Limit Break	1
Auto-Potion	1	Sand Pearl	1

After Edward collects the **Sand Pearl,** exit the den and use the hovercraft to return to Kaipo. The hovercraft skims over the shallow waters west of the mountain range between Damcyan Castle and Kaipo, making it possible to bypass the Underground Waterway.

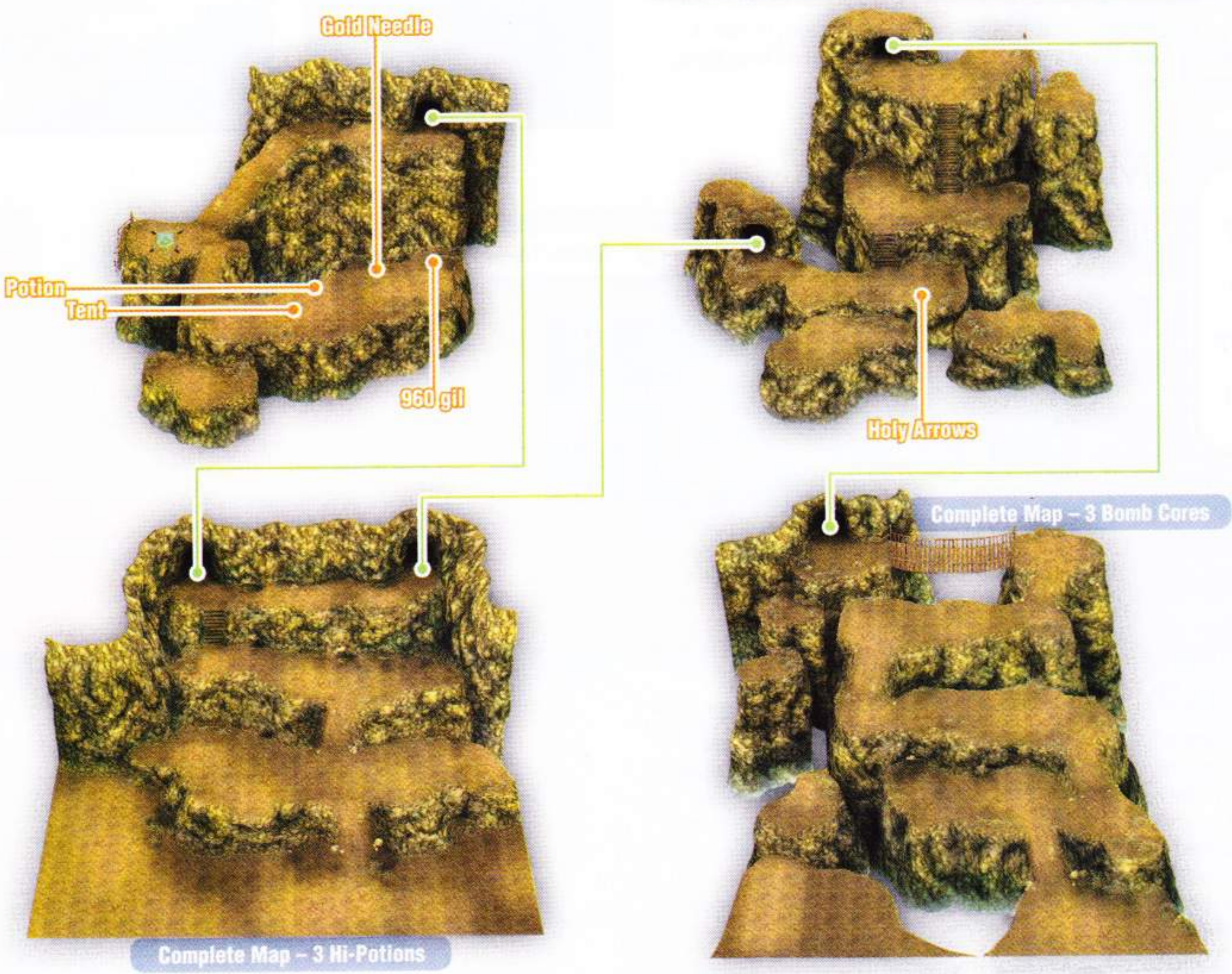
Check on Rosa and use the Sand Pearl when prompted. Rosa joins the party and everyone agrees to rest for the night. However, Edward feels restless and soon has an unexpected solo encounter with a Sahagin! There isn't much to this fight, so just keep attacking until the creature falls. The next morning, return to the spot where Edward's fight took place (in the back of town, between two trees) and pick up the **Item Lore** augment.

ITEM LORE AUGMENT

Once again, think about giving this augment to either Palom or Porom. The augments you receive in exchange from the twins are superior to what Edward provides.

Mount Hobs

Items Found: Tent, Potion, Gold Needle, 960 gil, Holy Arrows


Gold Needle
Potion
Tent
960 gil
Holy Arrows
Complete Map – 3 Bomb Cores
Complete Map – 3 Hi-Potions

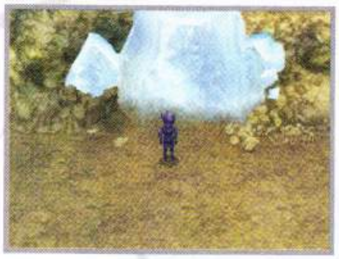
Encounters on Mount Hobs

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Gargoyle	19	240	810	15	Holy	Earth, Dark	--	Potion (20%)	Potion (60%)
Cockatrice	19	241	723	14	Wind	--	--	Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)	Phoenix Down (60%)
Skeleton	19	135	270	8	Fire, Holy	Ice, Thunder, Dark	--	None	Leather Clothing (40%)
Spirit	19	86	172	5	Holy	Ice, Thunder, Earth, Dark	Fire	Potion (20%), Cursed Ring (5%)	Potion (60%)
Bomb	20	55	150	5	Ice	--	Fire	Bomb Fragment (10%)	Bomb Fragment (50%)
Gray Bomb	20	222	484	13	Ice	--	Fire	Bomb Fragment (10%)	Bomb Fragment (50%)
Gatlinghog	21	215	430	12	--	--	--	Gold Needle (20%)	Gold Needle (60%)

A CHILLY RECEPTION

Go to the east and west to open up the map for the area before approaching the ice that blocks the path. There are two exits beyond the ice: the northwest cave leads to the Mount Hobs Vista (plus a Save Point and four chests), while the northeast cave leads to the Summit.

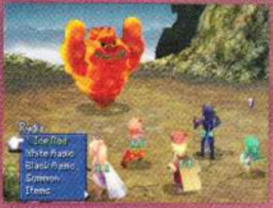
Halfway up the long staircase, a monk of Fabul appears, fighting Goblins. A single Kick is enough to end the battle, but the next fight, against Mom Bomb, begins immediately.

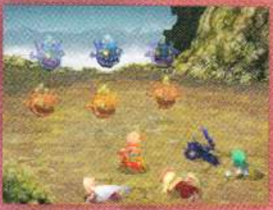


Mom Bomb

HP	11000
Lv	20
Exp	4400
Gil	2000

Wk ◆ 💧 ● **Res** ⚡ **Absorb** 🔥 **Susc. to** Curse, Slow, Sap





Mom Bomb changes form after a few rounds of combat, then stores up energy and counts down from three. At the end of the countdown, the Mom Bomb explodes and inflicts big damage to the entire party. Heed the advice to Defend, but realize that there's still a good chance that someone might get knocked out after the explosion.

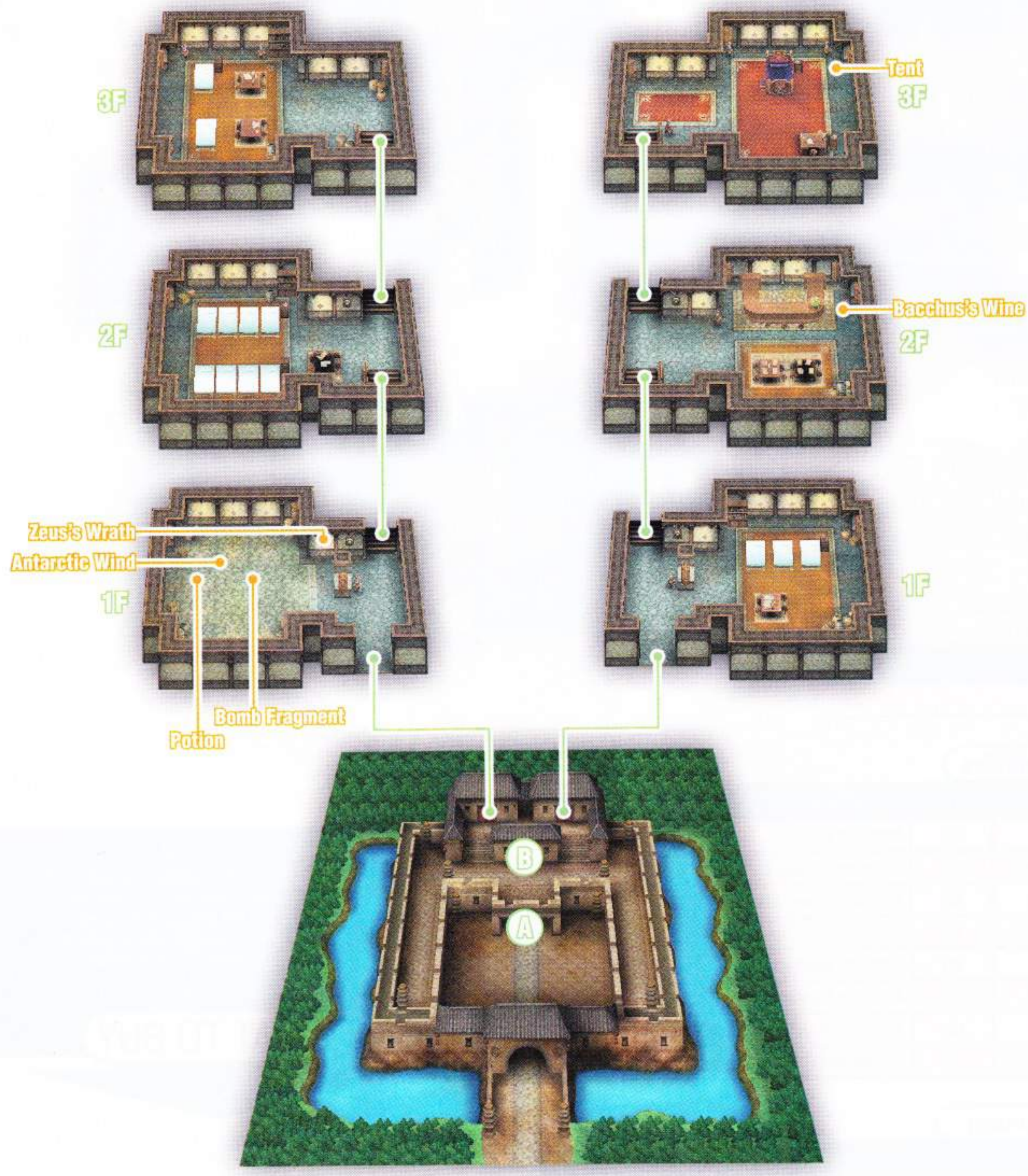
The explosion results in six enemy bombs and they're eager to use Self-Destruct. Quickly heal your party or Revive a fallen comrade, if necessary. Have Yang use Focus for one round followed by Kick. Let the other party members who can attack focus on the same target to avoid the punishment inflicted by additional Self-Destruct attacks.

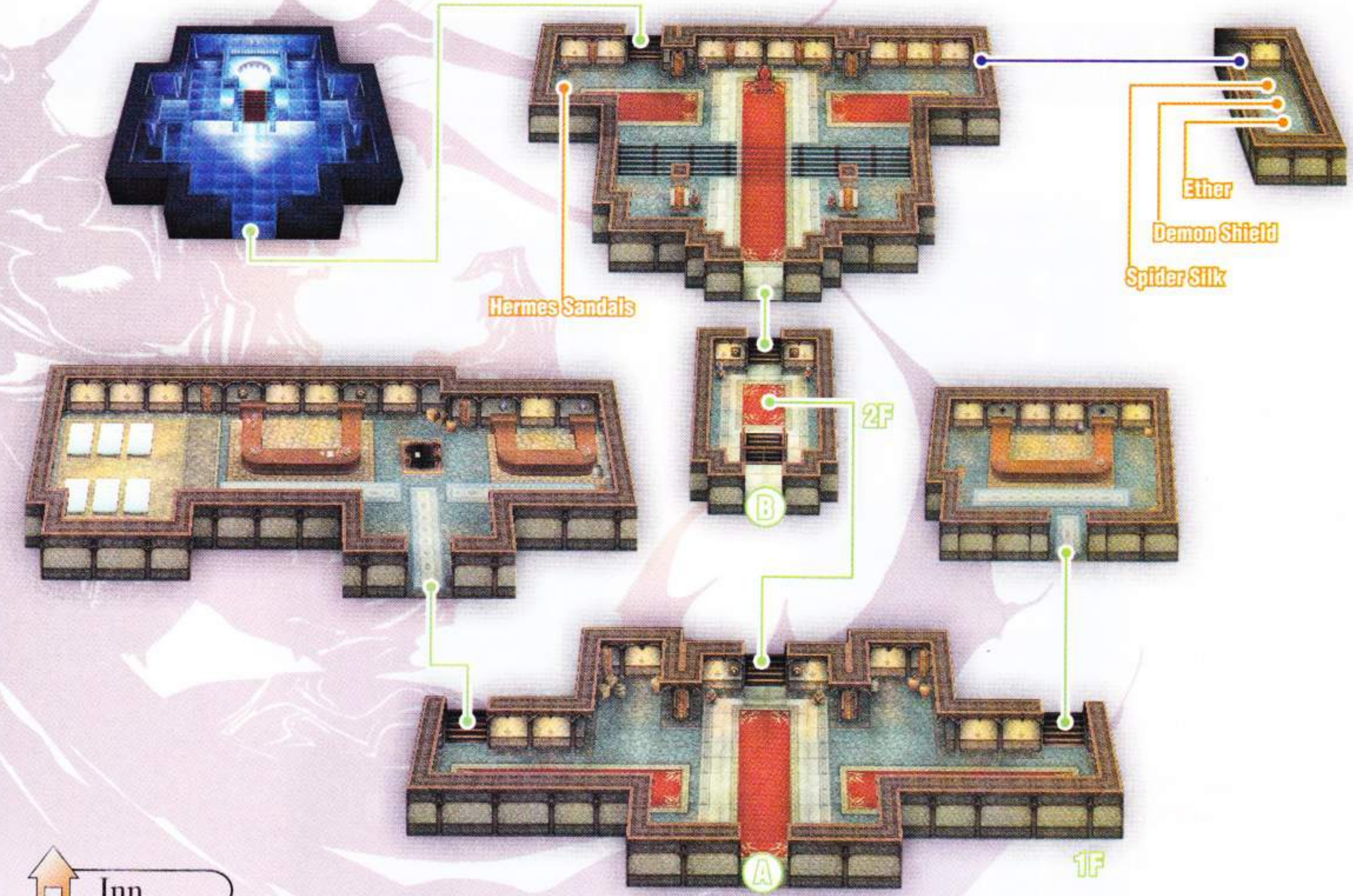
MOUNT HOBS EAST SLOPE

After the battle with Mom Bomb, Yang joins the party. There's one last area of Mount Hobs to navigate and, fortunately, Yang makes the trip much easier. His Kick ability often ends random encounters after one use. The king is waiting for Yang's return at Fabul Castle, which is to the east of Mount Hobs. However, there's no need to advance the story just yet. Take some time to find the Chocobo Forest just beyond Fabul and use the white chocobo to restore the party's MP for free. Wander around and level up a bit by taking part in random battles before facing the next challenge.

Fabul Castle

Items Found: Hermes Sandals, Ether, Demon Shield, Spider Silk, Potion, Antarctic Wind, Bomb Fragment, Zeus's Wrath, Bacchus's Wine, Tent, Deathbringer


3F
Tent
3F
2F
Bacchus's Wine
2F
Zeus's Wrath
Antarctic Wind
1F
1F
Bomb Fragment
Potion
B
A



Inn

Cost
100 gil

Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes Stone status.
Maiden's Kiss	60	Removes Toad status.
Eye Drops	30	Removes Blind status.
Antidote	40	Removes Poison status.
Tent	100	Restores HP, MP, and status of entire party.
Gysahl Greens	50	Summons Fat Chocobo at certain locations.

Buy one of everything from the vendor who sells both weapons and armor. The Demon Armor pieces are all upgrades for Cecil and the claw-type weapons add elemental damage to Yang's attacks. Just remember to change them if his attacks start to heal enemies instead of hurt them.

WHAT TO BUY

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Demon Helm	980	6	--	1	1
Demon Armor	3000	9	--	3	--
Demon Gloves	800	4	--	--	--

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Flame Claws	350	5	95	Stamina +1, Element: Fire.
Ice Claws	450	5	95	Stamina +1, Element: Ice.
Thunder Claws	550	5	95	Stamina +1, Element: Thunder.

Before you visit the king's room (simply go up the center stairs from Fabul Castle—1F), take the eastern staircase to the vendor who is selling both armor and weapons. The stairs to the west lead to the Inn and the Sundries shop.

Weapons & Armor

RECORDINGWAY

Namingway appears here again between the innkeeper and the Sundries shop. Recordingway allows you to review some of the scenes from earlier in the adventure. The Bestiary is no longer available from Namingway, but the Fat Chocobo takes over that responsibility.

Return to Fabul Castle—1F, go up the center staircase, but head south to the exit that leads outside. Go to the West Tower, loot the three chests, and check the candleholder near the stairway. Yang lives on the top floor, so go there and visit his wife.

The East Tower isn't as fruitful as the West Tower, but there are more people to visit. Check the flowerpot at the end of the bar to obtain a **Bacchus's Wine**, then go up the stairs to find a **Tent**.

Exit the castle and save your progress. There's one last door to explore and it's the north exit from Fabul Castle—2F. Your first step beyond the door triggers a chain of events that divides the party, leaving the men alone to face a series of seven boss fights.

Oh, you've finally come home!

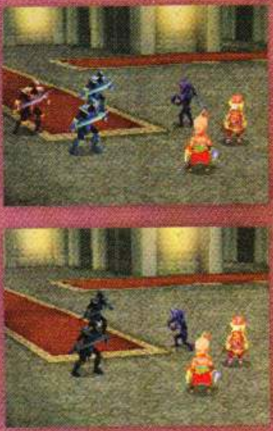
Yang
Very well, then. Cecil, Edward—with me!

Obtained ⛺ Tent.

Captain

HP	320
Lv	23
Exp	999
Gil	19

Wk	⚡
Res	None
Abs	None
Drp	Hi-Potion (15%)
Stl	Hi-Potion (60%)



The men fight this trio on the first, third, and sixth of the seven boss fights. Kill the Captain first to leave the Marines in a confused state. If Yang, Cecil, or Edward is low on health, then use Salve to apply Potions or Hi-Potions when necessary.

Baron Marine (x2)

Wk	⚡
Res	✦ ●
Abs	None
Drp	Hi-Potion (10%)
Stl	Hi-Potion (60%)

HP	210
Lv	22
Exp	663
Gil	31

Sahagin

HP	110
Lv	14
Exp	275
Gil	14

Wk	⚡
Res	🔥
Abs	💧
Drp	None
Stl	Potion (60%)

The party fights these foes second and fifth. One Kick from Yang is enough to wipe out this set of enemies. However, don't end this encounter if anyone's health is low. Save the Domovoi foe for last and use Potions to restore the party's HP.

Domovoi

Wk	None
Res	None
Abs	None
Drp	Potion (20%), Tent (12%)
Stl	Potion (60%)

HP	100
Lv	18
Exp	300
Gil	14

Leshy

HP	**Lv**	**Exp**	**Gil**
130	19	480	10

Wk	**Res**	**Absorb**	**Drp**	**Stl**
🔥	◆ ⚡	None	Potion (20%)	Potion (60%)

Gargoyle

HP	240
Lv	19
Exp	810
Gil	15

Wk	**Res**	**Absorb**	**Drops**	**Steal**
◆	◆ ●	None	Potion (20%)	Potion (60%)

The party fights this foe in the fourth battle. With only one enemy to defeat, simply have the entire party target the Gargoyle and it should drop in one round.

ENCOUNTER WITH KAIN

The fight with Kain takes place in the seventh battle. This is a story-driven boss fight. Don't waste items during the fight; remember that your party's actions do not affect the outcome of the battle.

After the dust settles, go down the stairs and examine the pot across from the stairway to acquire **Hermes Sandals**. Go through the secret tunnel to the east and plunder the other chests.

Since the king was wounded in the battle, you can check on his status by visiting him in his room at the top of the East Tower, but it isn't required. Regardless, it's important to visit the Inn after the fight. After doing so, the scene automatically shifts to a meeting with the king, who hands over **Deathbringer**.

Go north to the docks and the waiting boat. Remove any items of value from everyone except Cecil. Just before the boat departs, Yang's Wife hands over **Counter augment;** unfortunately, the trip goes poorly.

Cecil: Why, Kain?

Obtained Deathbringer.

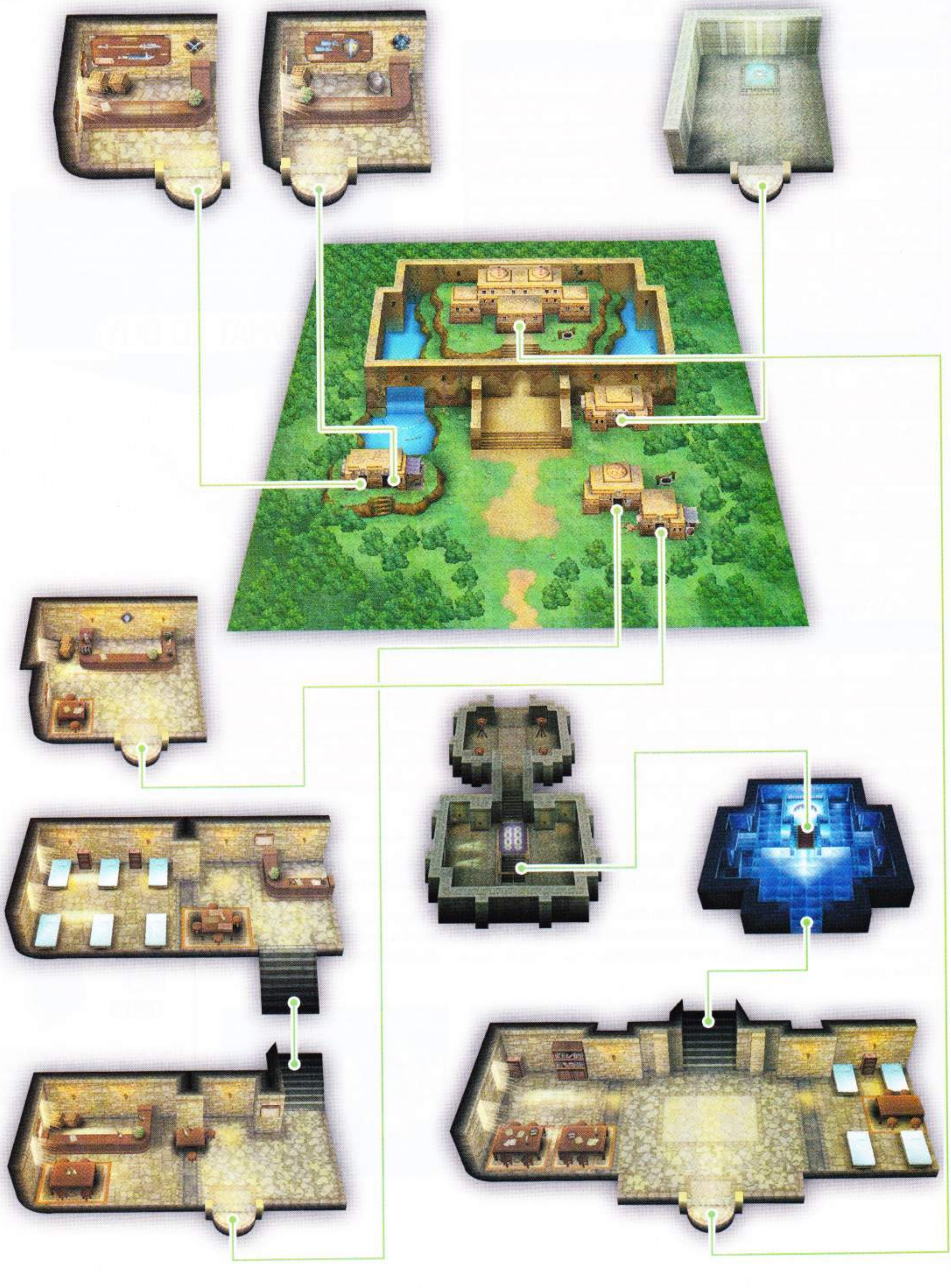
Obtained Counter augment.

Found Hermes Sandals!

COUNTER AUGMENT

Give this augment to Cecil immediately. Its value continues to increase throughout the adventure as he gains new abilities and augments.

Mysidia



Inn

Cost
200 gil

Sundries

Item	Cost	Use/Effect
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes stone status.
Echo Herbs	50	Removes silence status.
Antidote	40	Removes poison status.
Cottage	500	Fully restores HP, MP, and status of entire party.
Emergency Exit	200	Allows party to escape from a cave or dungeon.
Bestiary	50	Casts Libra.

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Wizard's Hat	700	2	7	5	5
Gaia Gear	500	5	12	3	3
Silver Armlet	650	4	10	4	4
Lustrous Shield	700	2	24	1	1, Element Halved: Dark
Lustrous Helm	4000	7	--	2	--
Knight's Armor	8000	11	--	3	--
Gauntlets	3000	5	--	1	--

WHAT TO BUY

Pick up Echo Herbs and some Cottages for the upcoming trip to Mount Ordeals. If you have extra gil, purchase the paladin armor for Cecil's pending class change. It's pricey, so this procurement may have to wait

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Ice Rod	220	12	80	Intellect +2, Elemental Affinity: Ice
Flame Rod	380	12	80	Intellect +2, Elemental Affinity: Fire
Healing Staff	480	9	80	Spirit +3, Heals the target.
Power Bow	700	20	75	Strength +3
Holy Arrows	500	10	80	Elemental Affinity: Holy

UNWELCOME VISITOR

After Cecil washes up on shore, head east to Mysidia. Cecil is not fondly remembered here, so don't speak to too many people. When Cecil initiates a conversation, most of the townspeople inflict a negative status effect on him.

Go to the Hall of Prayer and speak with the Elder. After a brief conversation, Palom and Porom join the party. Mount Ordeals is the next destination, but Palom and Porom are not quite ready for the trip. Spend some time around Mysidia killing enemies for experience and gil. When both characters reach level 20, rest up in Mysidia before traveling northeast to Mount Ordeals.

Toad!

Elder

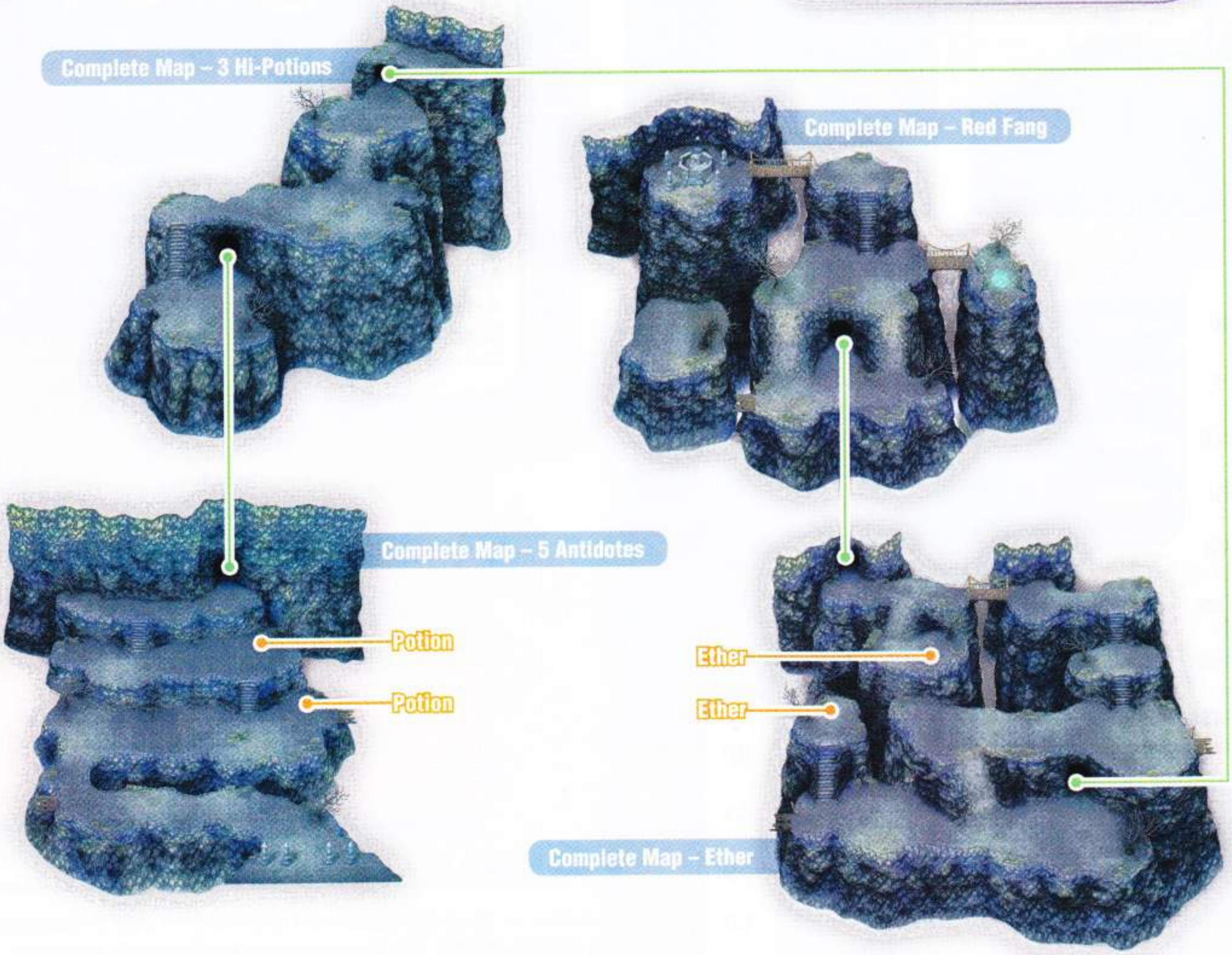
I will hear your words.

BUYING GENTLY USED TENTS

There is a Chocobo Forest just south of Mt. Ordeals. Namingway makes an appearance, although this time his name is Campingway the Outdoorsman. He offers to buy any extra Tents in your possession at half the sales price.

Mount Ordeals

Items Found: Potion x2, Ether x2

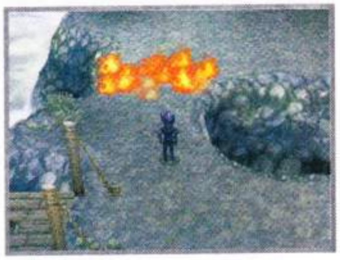

Complete Map – 3 Hi-Potions
Complete Map – Red Fang
Complete Map – 5 Antidotes
Potion
Potion
Ether
Ether
Complete Map – Ether

Encounters on Mount Ordeals

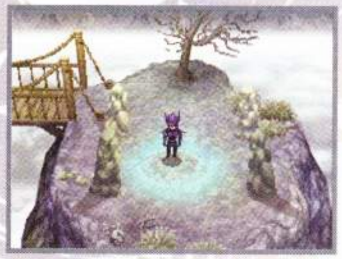
Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Zu	24	941	3764	51	Thunder, Wind	Fire, Ice, Earth	--	Feathered Cap (20%), Hi-Potion (12%), Cottage (5%), Silver Apple (0.4%)	Feathered Cap (40%)
Bloodbones	22	210	420	12	Fire, Holy	Ice, Thunder, Dark	--	--	Leather Clothing (40%)
Ghoul	22	444	888	23	Fire, Holy	Dark	--	--	Leather Clothing (40%)
Soul	22	250	500	14	Holy	Ice	Fire	Potion (20%), Cursed Ring (12%)	Potion (60%)
Lilith	28	732	3048	42	Fire	--	--	Lilith's Kiss (20%), Silver Apple (12%), Lilith Rod (5%)	Lilith's Kiss (50%)
Revenant	23	530	1060	28	Fire, Holy	Dark	--	--	Leather Clothing (40%)

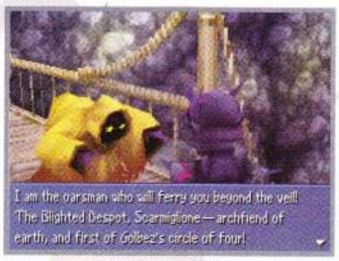
A WARM RECEPTION

A fire rages about halfway up Mount Ordeals—Entrance, thereby blocking the path. After Palom clears the way, the trip remains relatively quiet until an old acquaintance reappears and joins the party.



The only other interruptions that occur throughout the remainder of the trip to the summit are random encounters and chests (all the chests hold either **Potions** or **Ethers**). There is a Save Point near the end, so use it before approaching the final bridge. The first of Golbez's elemental archfiends lies in wait.

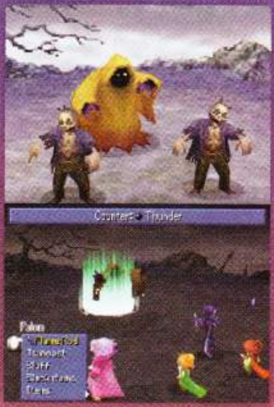




I am the oarsman who will ferry you beyond the veil! The Blighted Despot, Scarmiglione—archfiend of earth, and first of Golbez's circle of four!

Scarmiglione

HP	1200
Lv	24
Exp	3690
Gil	2500
Wk	🔥 ❄
Res	●
Abs	❄
Susc. to	Silence, Slow, Sap

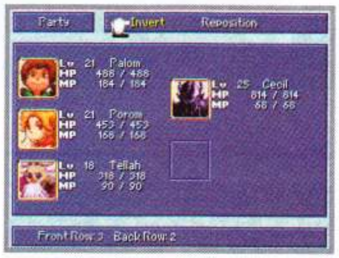


Skulnant (x4)

HP	400
Lv	20
Exp	800
Gil	0
Wk	🔥 ❄
Res	●
Abs	None
Susc. to	Paralyze, Silence, Stop, Slow, Sap

Any action taken against Scarmiglione results in Counter: Thunder against the character who performed that action. The Skulnants use Drain when commanded by Scarmiglione. Use Fire-based spells and attacks to end this fight quickly.

Do not step forward after the fight! Return to the Save Point and use a Tent or Cottage before saving. Return to the bridge and Invert the marching order of the party before crossing it. Equip Flame Rods on everyone who can use them (to maximize efficiency, change the Abilities on those characters so that Flame Rod is available on the top battle menu), but keep the Healing Staff in Porom's hands.



Party | Invert | Reposition

Lv 21 Palom
HP 488 / 488
MP 184 / 184

Lv 21 Porom
HP 453 / 453
MP 166 / 166

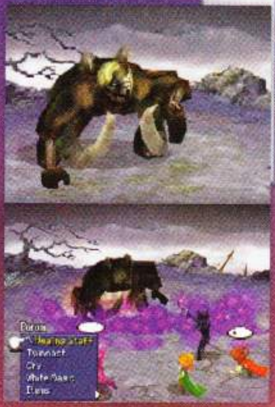
Lv 18 Tellah
HP 318 / 318
MP 90 / 90

Lv 25 Cecil
HP 814 / 814
MP 66 / 66

Front Row: 3 Back Row: 2

Boss: Scarmiglione

HP	7046
Lv	25
Exp	28184
Gil	3000
Wk	🔥 ❄
Res	●
Abs	❄ ◆
Susc. to	Slow, Sap

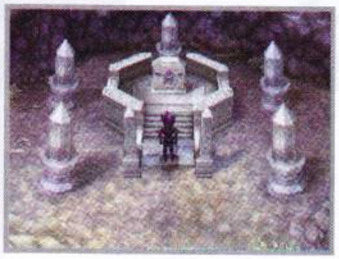


Scarmiglione uses Counter: Gas to inflict various status effects, including Silence. Counter: Cursed Elegy (casts Slow on the entire party) is this boss's counter to any physical attack. His standard attack occasionally inflicts Blind.

Note that Ice-based attacks heal him, so rely on Fire-based attacks instead. To avoid his counterattacks, use Flame Rods while Cecil Defends or uses items. Have Porom cast Protect, followed by heal, then remove any status ailments that stick (if Porom becomes Silenced, use an Echo Herb to remove it). Cast Blink on Porom using Tellah, then have him heal or use a Flame Rod as needed.

TO BECOME A PALADIN

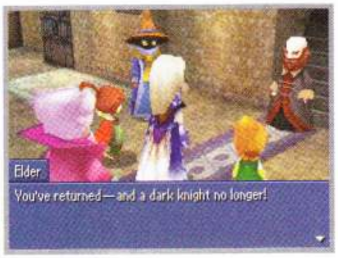
Continue to the structure surrounded by obelisks and enter the stone circle in the center. The boss fight here against the Dark Knight calls for restraint. Just Defend until the Dark Knight exhausts itself with its Darkness-based attacks.



After the fight, Cecil becomes a level 1 Paladin. He can't use any of his previous gear and his only equipment is the Mythgraven Blade. Take a moment to deck him out with the best gear possible, then walk back down the mountain. Cecil needs some experience and the **Curse augment** awaits on the Mount Ordeals—Crossing map.

CURSE AUGMENT

This is the final augment that is destined for either Palom or Porom. To receive the maximum return of augments, you must give three augments to the twins and each sibling must get at least one.


Elder
You've returned—and a dark knight no longer!

Next, return to Mysidia and talk with the Elder. He opens the Devil's Road, which allows travel back to Baron. The Devil's Road is a two-way path, so use it to travel between Baron and Mysidia as needed.

OPTIONAL VISIT TO MIST

If you want to do some exploring before returning to Baron, go through the Mist Cave and visit the restored town of Mist. There are some items to collect and buy, but it's much easier to reach the town after taking care of business in Baron Castle. The town's maps are shown a few pages ahead in this guide, so if you want to visit now, flip ahead for more information.

RETURN TO BARON

Items Found: Zeus's Wrath, 3000 gil

Not much has changed since the last time Cecil was in town. Many doors are still locked and even the castle has been locked down! There's a new vendor in the Sundries shop, but the only other business in town is on the top floor of the Inn. Speak with Yang to get things started.

Sundries

Item	Cost	Use/Effect
Hi-Potion	150	Restores 500 HP.
Echo Herbs	50	Removes silence status.
Maiden's Kiss	60	Removes toad status.
Gnomish Bread	100	Casts Sight.
Red Fang	5500	Unleashes powerful Fire-based attack.
White Fang	5500	Unleashes powerful Ice-based attack.
Blue Fang	5500	Unleashes powerful Thunder-based attack.

Baron Guardsman (x2)

HP	560
Lv	26
Exp	1710
Gil	31
Wk	None
Res	None
Abs	None
Drop	Potion (20%), Hi-Potion (12%)
Steal	Potion (60%)

The Guardsmen counter physical attacks with Pig and Mini. Defend with Cecil and let Tellah and Palom hit the duo with Black Magic. Let Porom stick to healing duty, but make sure to cast Protect on the party to reduce damage from the Guardsmen.

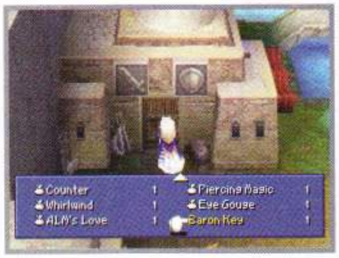
Next up is Yang, but he's not exactly himself. He uses Kick for each of his attacks, but it doesn't pack much power. A few swings from Cecil are enough to clear Yang's head (have everyone else defend or heal as needed). Yang joins the party and hands over the **Baron Key**, which unlocks any door in the town of Baron.

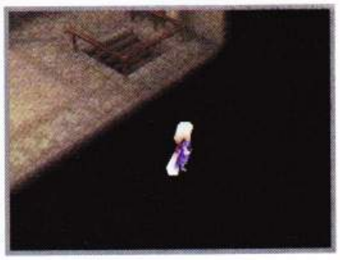
Make your first stop the Weaponsmith; use the Baron Key when prompted to unlock the door. Purchase any equipment that's an upgrade, then proceed south through the wall near the crate in the southeast corner of the shop. Locate the hidden passage here that goes behind the counters.

JAM SESSION

Namingway is near the weapon counter. Now known as Jammingway, he provides the opportunity to listen to the music used in *FINAL FANTASY IV*!

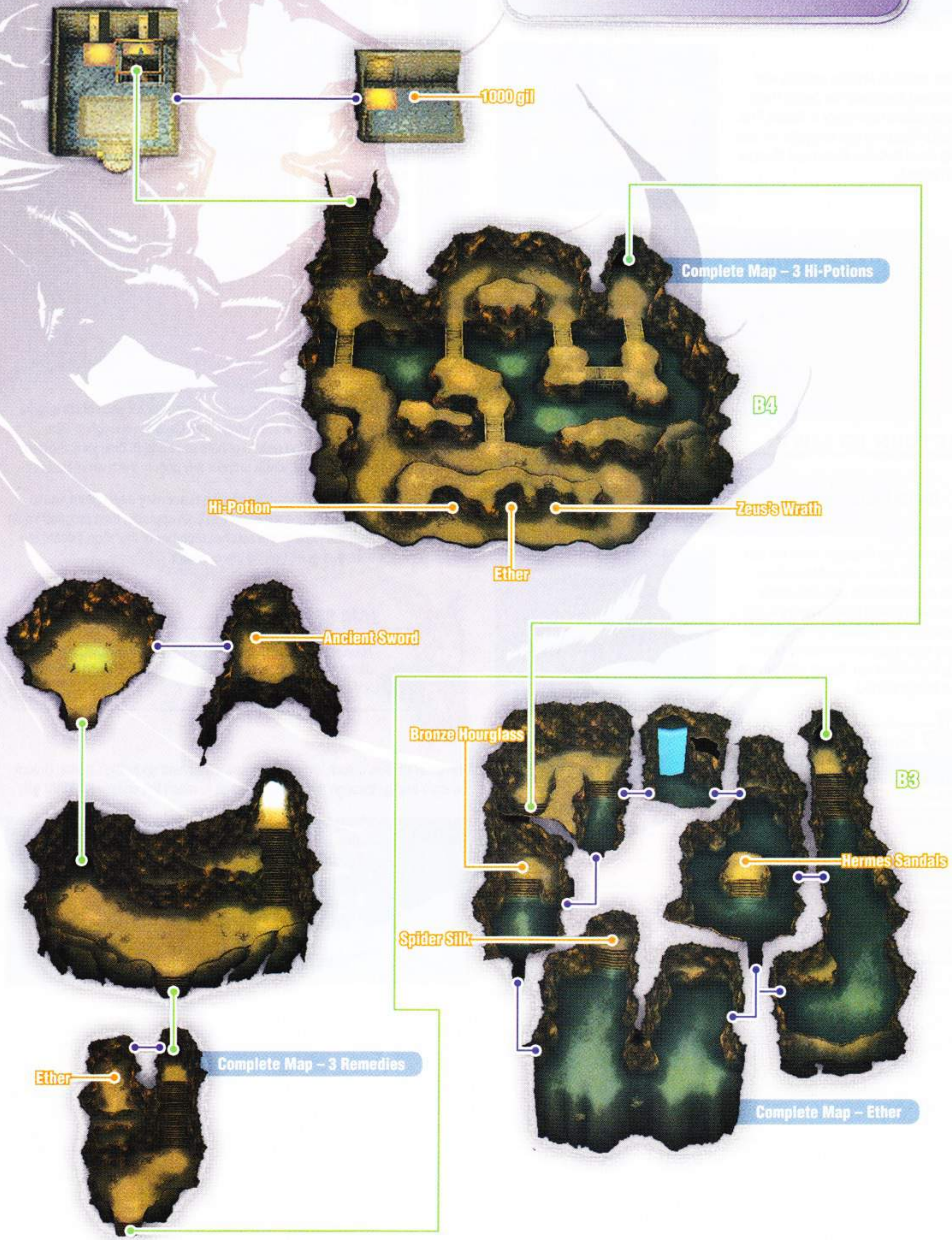
The other door to unlock is next to the stairs that lead up to Cid's home. Unlock the door and go through the secret passage to reach the chest with **1000 gil**.





Ancient Waterway

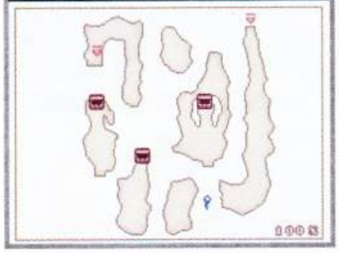
Items Found: Hi-Potion, Ether x2, Zeus's Wrath, Bronze Hourglass, Hermes Sandals, Spider Silk, Ancient Sword


1000 gil
Complete Map – 3 Hi-Potions
B4
Hi-Potion
Zeus's Wrath
Ether
Ancient Sword
Bronze Hourglass
B3
Hermes Sandals
Spider Silk
Complete Map – 3 Remedies
Ether
Complete Map – Ether

Encounters in the Ancient Waterway

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Gigas Gator	23	584	1168	30	Ice	--	Water	Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)	Leather Cap (40%)
Splasher	24	360	720	19	Thunder	Water	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Devil's Castanet	25	760	1520	39	Thunder	--	Water	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Baron Guardsman	26	560	1710	31	--	--	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Hydra	26	514	1542	28	Thunder	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)
Flood Worm	28	1914	7656	100	Thunder	--	Earth	Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)	Potion (60%)
Electrofish	26	284	568	16	--	--	Thunder, Water	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)

THE BACK DOOR



The initial portion of the Ancient Waterway is rather straightforward. Grab the contents of the three chests, clear the map, and move on to the next level. Ancient Waterway—B3 is a different story. There are hidden paths throughout most of the walls that divide the pools.

The final two areas of the Ancient Waterway are much smaller. There is a Save Point in the small room connected to Ancient Waterway—B1. Go through the secret passage east of the Save Point to acquire the **Ancient Sword**. The exit from the Ancient Waterway spills into the moat that surrounds Baron Castle.

Obtained Ancient Sword.

STORM THE CASTLE

Items Found: Unicorn Horn x2, Phoenix Down x2, Ether x4, Hermes Sandals x2, Bacchus's Wine x2, Hi-Potion x2, Tent x2 (lower chest), Elixir

The good news about Baron Castle is that there are no random encounters. Additionally, the party can use Cecil's bedroom (at the top of the West Tower) to restore HP and MP. The bad news is that there's a tough fight to clear before the party gains access to most of Baron Castle. To start the events that lead up to the fight, cross the floor on Baron Castle—1F.

Rest for the night?

Baigan

HP	4444	**Wk**	◆
Lv	28	**Res**	🔥⚡
Exp	21235	**Abs**	None
Gil	3500	**Drp**	None
		Stl	None

Susc to Silence, Poison, Curse, Slow, Sap

Right Arm, Left Arm

Wk	◆	**HP**	2222
Res	🔥⚡	**Lv**	25
Abs	None	**Exp**	0
Drp	None	**Gil**	0
Stl	None		

Susc to Petrify, Silence, Blind, Poison, Curse, Slow, Sap

DEFENSE
DEFENSE
DEFENSE

This fight requires some timing. You must eliminate both arms before taking out Baigan, and he will regenerate the arms if you don't defeat him quickly enough after doing so. Destroy Baigan first and the arms will self-destruct.

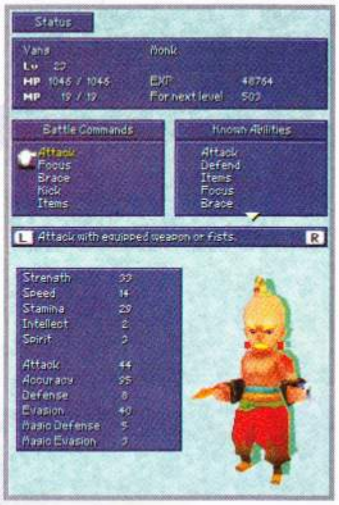
Baigan casts Reflect on himself after being hit by the first spell. He also casts Haste on his arms, so cast Slow right away. To safely cast damage spells against Baigan after he uses Reflect, cast Reflect on one of your party members and bounce all spells off that character.

For the first round of actions, put Shell on everyone, cast Slow against Baigan and his arms, let Porom use Cry, and cast Haste on Yang. Keep an eye on the damage the party causes to each segment of the boss and time it so that you kill each one within seconds of the others.

The path to the east half of the castle is now clear. Do not go north toward the Throne Room yet. You should plunder the rest of the castle first. Most of the items found in the castle appear in pairs. For example, the first floor of the East Tower has two **Hermes Sandals** and two **Bacchus's Wine** items, while the second floor has two **Hi-Potions**.

Obtained Bacchus's Wine.

After cleaning out the treasures, return to the nearby Save Point in the Ancient Waterway. If a character is close to reaching the next level, fight in some random encounters for experience before saving. When you're ready to continue, go to Baron Castle's Throne Room. If the following boss fight proves too difficult, remain in the Ancient Waterway and let your party members gain a few levels before trying it again.



Status

Yang Monk
Lv 22
HP 1046 / 1046 EXP 48764
MP 19 / 19 For next level 503

Battle Commands	Known Abilities
Attack	Attack
Focus	Defend
Brace	Items
Kick	Focus
Items	Brace

L Attack with equipped weapon or fists. R

Strength	33
Speed	14
Stamina	29
Intellect	2
Spirit	3
Attack	44
Accuracy	95
Defense	8
Evasion	40
Magic Defense	5
Magic Evasion	3

ACCESS DENIED

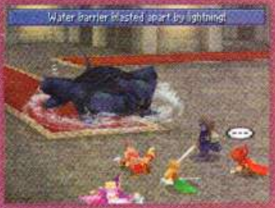
An unseen force halts the party's attempt to descend from East Tower—B1, but don't let that stop you from collecting the **Elixir** near the first suit of armor in the room.

An unseen force blocks the passage.

Cagnazzo

HP	10624
Lv	28
Exp	53285
Gil	4000

Wk ◆ **Res** ◆ **Absorb** ◆ **Susc. to** Blind, Poison, Slow, Sap



Cagnazzo uses Counter: Hold after most physical attacks and Counter: Silence after magic attacks, however, his most dangerous ability is Tsunami. When Cagnazzo surrounds himself with water, it means he's about to unleash Tsunami. When this occurs, you have a brief period of time in which to hit him with a Thunder-based spell; if not, he unleashes the devastating Tsunami ability! Cagnazzo is vulnerable to Ice-based damage except when he's surrounded by water. In these situations, Ice heals him but he becomes vulnerable to Thunder. If Cagnazzo goes into his shell, he takes less damage from attacks and heals himself.

To start the fight, cast Slow on Cagnazzo, Protect on the party, and Haste on Tellah or Palom. Charge two times between Yang's attacks to reduce the number of times he may get hit with Counter: Hold. Use Porom's Cry as often as possible. When the water flows around Cagnazzo, cast Thunder to make it dissipate. Otherwise, hit Cagnazzo with powerful Ice-based spells, and make sure Porom and Cecil can remove Silence from a caster or healer.

LOOSE ENDS IN BARON

After Cid joins the party, return to Castle Baron and visit the East Tower's basement. Next, revisit Ancient Waterway—B3 and pick up the sparkling **Tsunami augment**. That's it for the Baron area, so find the Enterprise and take to the sky. The Overworld map is now open and there are multiple places to visit!

TSUNAMI AUGMENT

When using this augment in battle, give it to Tellah. If you're not interested in seeing it in action, consider giving it to Cid. Both characters require two augments in exchange for what they provide later.

Obtained Twincast augment.

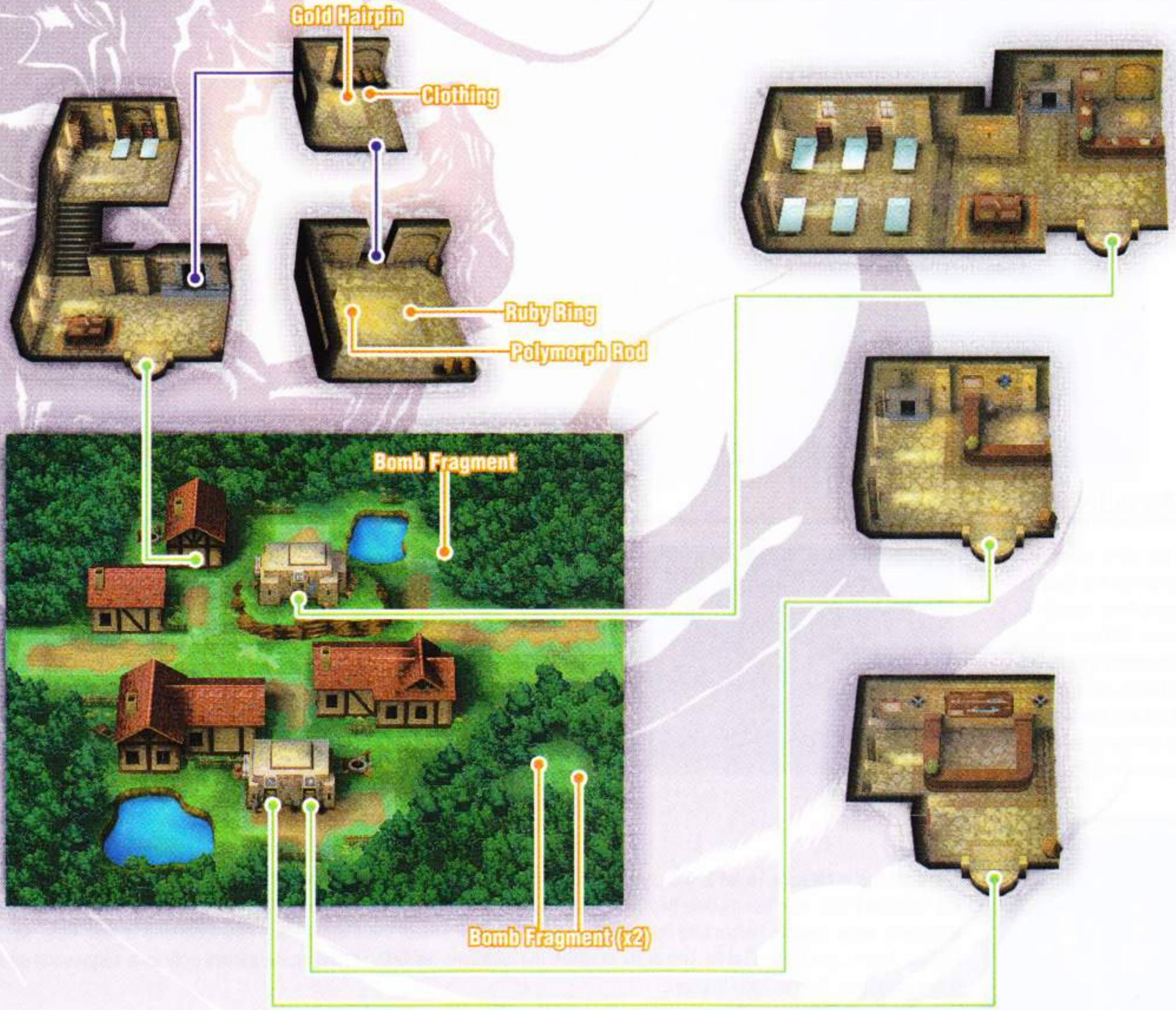
The first stop is Mysidia. Head to the crystal room and find the door at the north end of the room. Walk up the stairs and talk with the Elder, who hands over two Twincasts, Bluff, Cry, and Dualcast augments. The number depends on how many augments were given to Palom and Porom. When the Elder is finished, there are several new locations to visit: Troia, Mist, Mythril, Agart, and Eblan Castle. The order in which the locations are listed in this guide serves only as a suggestion as to how to proceed; the decision is yours.

TWINCAST (X2), BLUFF, CRY AND DUALCAST AUGMENTS

The augments provided by the Elder of Mysidia are a mixed lot. Cry is a powerful augment, so give it to Kain right away. Twincast is more of a fun plaything, as different characters produce different results. For more about Twincast, check out the "Abilities" section in this guide. On the surface, Bluff sounds great, but the fact that you must reapply it before every spellcast diminishes its value. Consider giving it to Tellah instead of Cid, who has no use for it. Dualcast is a must for Rosa. Many bosses are vulnerable to Slow, but Rosa must also use spells like Protect and Shell on the party. With this ability, you won't need to worry about which one to cast first.

Mist

Items Found: Bomb Fragment x3, Gold Hairpin, Clothing, Polymorph Rod, Ruby Ring


Gold Hairpin
Clothing
Ruby Ring
Polymorph Rod
Bomb Fragment
Bomb Fragment (x2)

Inn

Cost
50 gil

Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Bard's Tunic	700	4	10	1	--

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Whip	3000	50	85	Speed +1, Intellect +1, Spirit +1, May inflict paralyze status.
Dancing Dagger	5000	28	110	Speed +2, Can be used as an item in battle when equipped.

None of the items here are absolute necessities. Pick up the Bard's Tunic if it's an upgrade for a character's current gear, but the Dancing Dagger is more of a luxury item. Buy it only if you have the gil to burn!

WHAT TO BUY

A TOWN RESTORED

While the town is still undergoing repairs, search the town for a few items scattered about. There's even a hidden path that leads to a small clearing in the southeast corner of town. Search the area for two **Bomb Fragments**.

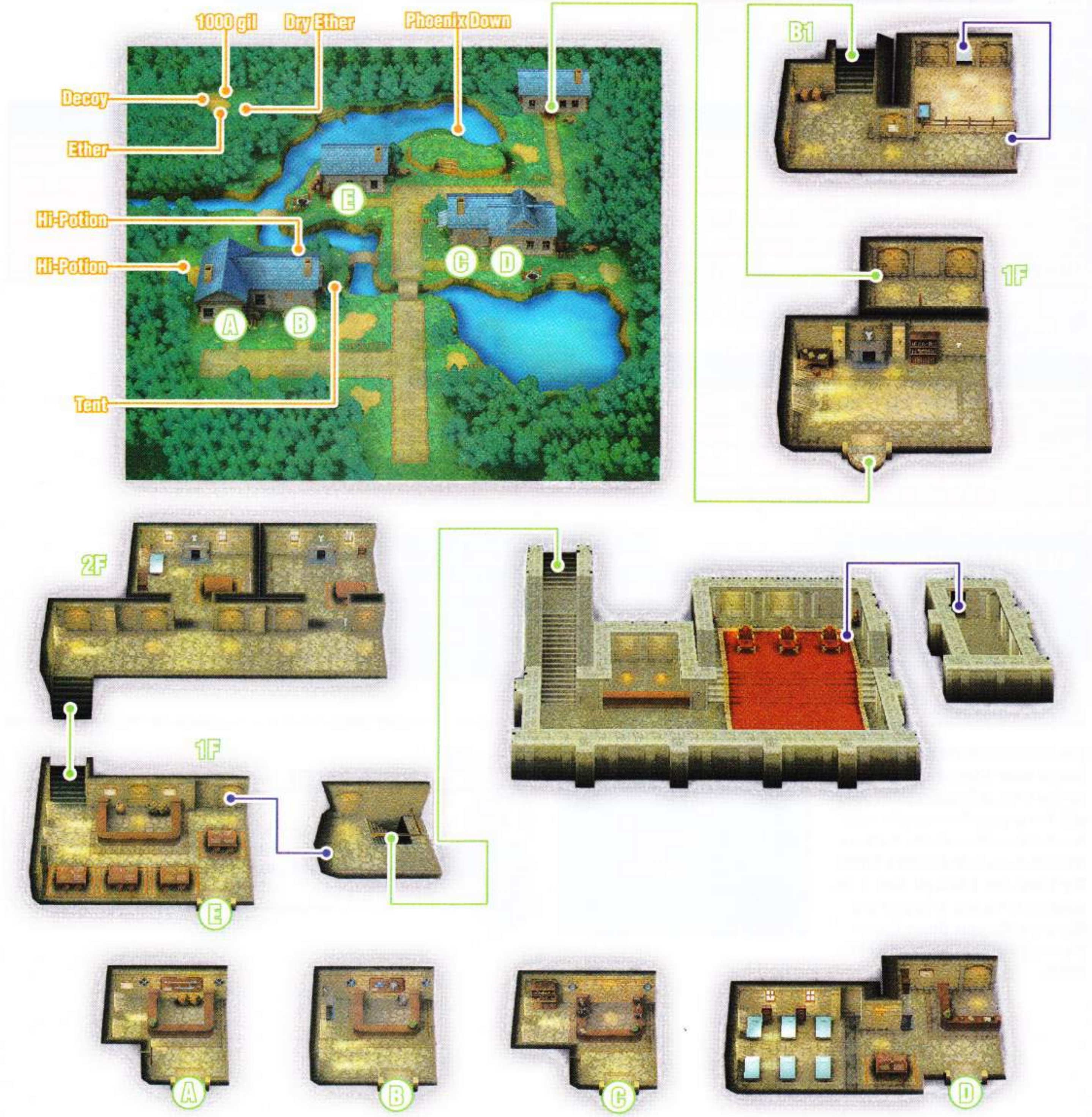
The house to the northwest of the Inn also has hidden rooms. A secret passage leads to two rooms, each of which has two chests. The upper level has a **Gold Hairpin** and **Clothing**, while the second room holds a **Polymorph Rod** and a **Ruby Ring**. Return to the Enterprise and plot a course north and slightly west to reach the town and castle of Troia.

Found Bomb Fragment!

Obtained Gold Hairpin.

Troia

Items Found: Tent, Hi-Potion x2, Phoenix Down, Dry Ether, 1000 gil, Ether, Decoy



Inn

Cost
400 gil

Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes stone status.
Maiden's Kiss	60	Removes toad status.
Eye Drops	30	Removes blind status.
Antidote	40	Removes poison status.
Tent	100	Restores HP, MP, and status of entire party.

The new items available here are Fireshard, Frostshard, and Thundershard. None of them are vast improvements; however, Cecil needs one of them for an upcoming dungeon. Other than that purchase, just restock at the Sundries shop for now. If you can save 100,000 gil, buy the Member's Writ from the vendor in the pub and give it to the man seated in the back of the same room. Go down the stairs, then walk behind the thrones to unlock a secret door (or watch the show to open the door). Pick up the **Gil Farmer augment** from the floor on the other side of that door.

WHAT TO BUY

Sundries (in the pub)

Item	Cost	Use/Effect
Gysahl Greens	50	Summons Fat Chocobo at certain locations.
Bomb Fragment	200	Casts Fire.
Zeus's Wrath	200	Casts Thunder.
Antarctic Wind	200	Casts Blizzard.
Member's Writ	100,000	Permits entry to the King's Bounty Pub in Troia.

Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Leather Cap	100	1	5	1	1
Feathered Cap	330	2	6	3	3
Clothing	50	1	10	--	--
Leather Clothing	200	3	10	1	1
Ruby Ring	1000		10	3	2

Weaponsmith

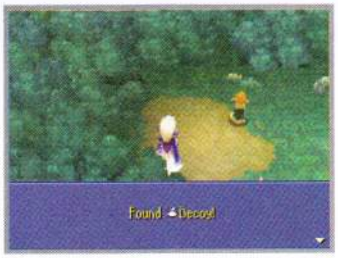
Item	Price	Attack	Accuracy	Notes
Wooden Hammer	80	55	90	Stamina +2
Fireshard	300	5	90	Element: Fire
Frostshard	300	5	90	Element: Frost
Thundershard	300	5	90	Element: Thunder

GIL FARMER AUGMENT

By the time you earn enough gil for the Members Writ, Kain should be in the party. He's an excellent choice for this augment, because he has so few battle commands. The other choice, since augments carry over between game saves, is to give it to Cecil so you have access to it at all times.

A QUICK SWIM

The staircase south of the Inn leads into the water. Follow the waterway north and go up the stairs at the other end. The slightly obscured path leads to a clearing with no chests, but there are three items to find (**Decoy**, **Ether**, **Dry Ether**) and **1,000 gil**. Back in the water, go to the end of the pool and fish up the **Phoenix Down**. Collect the remaining items and head for the castle.



Found Decoy!

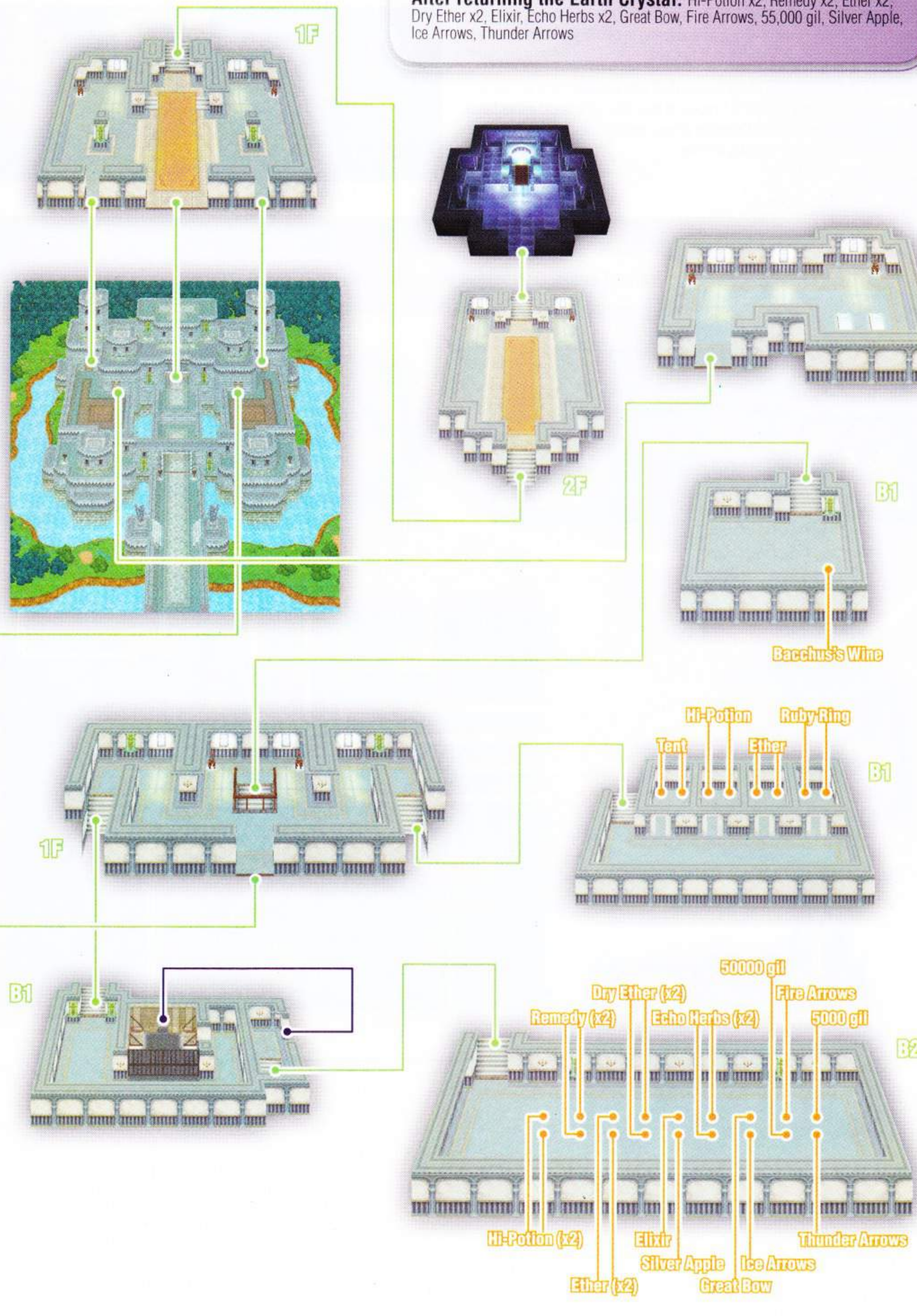
DOUBLE DATER

Namingway ended up in a bit of a jam on the road behind the Inn and he needs some help. Speak with the woman behind the counter to earn Namingway's gratitude.

Troia Castle

Items Found: Bacchus's Wine, Tent x2, Hi-Potion x2, Ether x2, Ruby Ring x2

After returning the Earth Crystal: Hi-Potion x2, Remedy x2, Ether x2, Dry Ether x2, Elixir, Echo Herbs x2, Great Bow, Fire Arrows, 55,000 gil, Silver Apple, Ice Arrows, Thunder Arrows


1F
2F
B1
Bacchus's Wine
Hi-Potion
Ruby Ring
Tent
Ether
B1
1F
B1
50000 gil
Dry Ether (x2)
Fire Arrows
Remedy (x2)
Echo Herbs (x2)
5000 gil
B2
Hi-Potion (x2)
Elixir
Silver Apple
Ice Arrows
Thunder Arrows
Ether (x2)
Great Bow

The townsfolk of Troia Castle have a few extra items to help restock your party's inventory. From Troia Castle—1F, use the east exit on the south wall and then re-enter the castle through the door to the south. Each staircase leads to a room with treasure, although the items beyond the western stairs must wait for the time being. The party needs permission to access these goodies and that isn't granted until after the party returns with the Earth Crystal.

Use the west exit from Troia Castle—1F to reach the Infirmary. Edward, last seen going overboard off the coast of Fabul, is recovering in one of the beds. After a bit of conversation, he hands **Whisperweed** to Cecil.

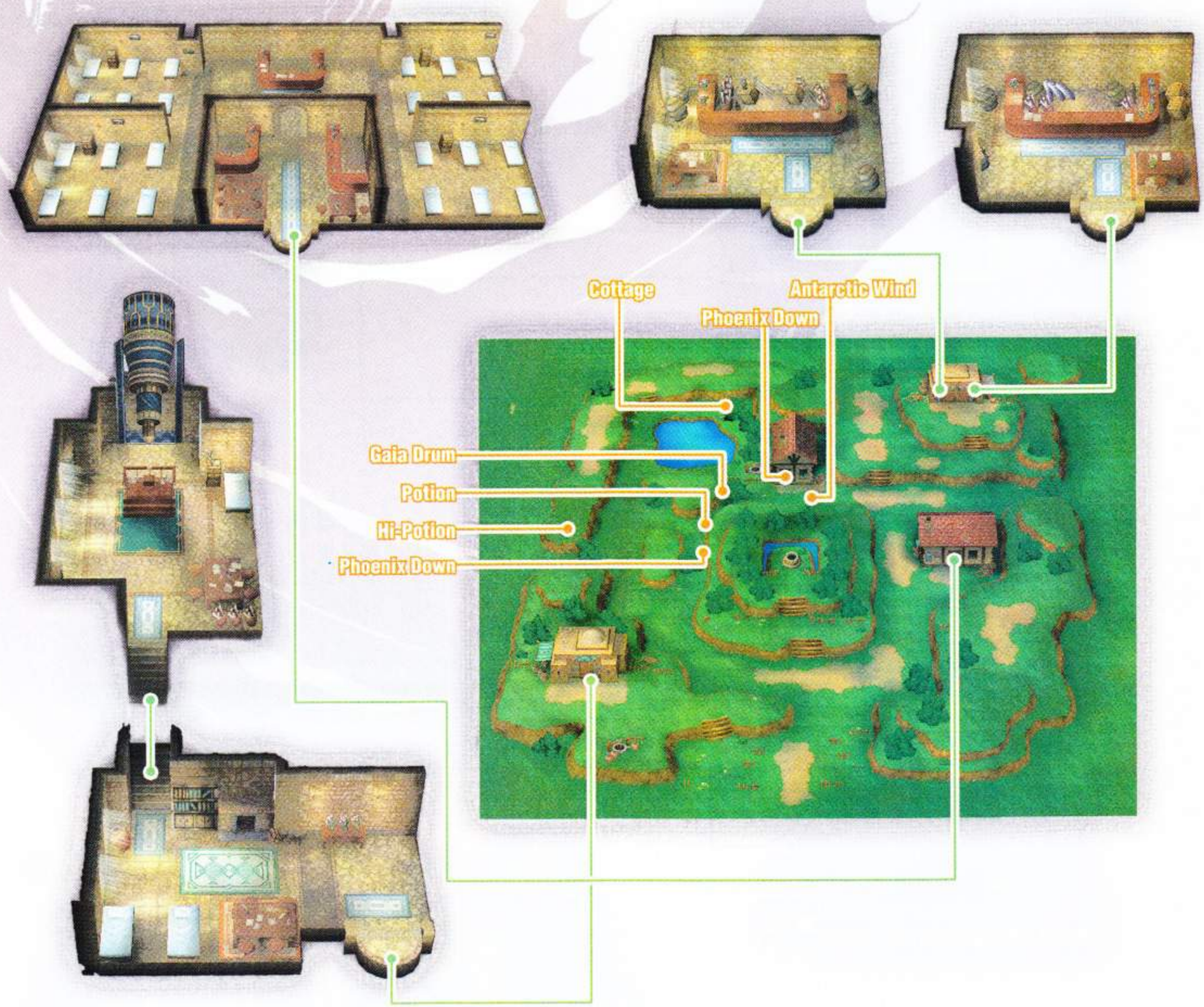
Speak with the Epopts for hints about how to deal with the upcoming encounter with the Dark Elf who stole the Earth Crystal. At this point, you could either head to the Lodestone Cavern (via the Chocobo Village north of Troia) to continue the main adventure, or visit Agart and Mythril first.

Eight are the Epopts, and sisters all—stewards of the Crystal from times immemorial.

Obtained Whisperweed.

Agart

Items Found: Antarctic Wind, Phoenix Down, Gaia Drum, Phoenix Down x2, Potion, Cottage, Hi-Potion



Let your wallet guide these purchase decisions. If you have gil to spare (don't forget about the Member's Writ in Troia, if you do!), consider shopping in Mythril. If you need upgrades and lack the funds, then do your shopping here.

WHAT TO BUY

Inn

Cost
50 gil

Sundries (man behind counter)

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes stone status.
Echo Herbs	50	Removes silence status.
Eye Drops	30	Removes blind status.
Antidote	40	Removes poison status.
Tent	100	Restores HP, MP, and status of entire party.

Sundries (man near Innkeeper)

Item	Cost	Use/Effect
Gysahl Greens	50	Summons Fat Chocobo at certain locations.
Bomb Fragment	200	Casts Fire.
Zeus's Wrath	200	Casts Thunder.
Antarctic Wind	200	Casts Blizzard.
Bestiary	50	Casts Libra.

Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Iron Shield	100	1	20	--	--
Iron Helm	150	3	--	--	--
Iron Armor	600	4	--	1	--
Iron Gloves	130	2	--	--	--
Iron Armlet	100	2	10	2	1

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Rod	100	5	80	Intellect +1
Staff	160	6	80	Spirit +1
Spear	60	10	80	--
Boomerang	3000	30	90	Speed +2
Bow	220	10	75	Speed +1
Power Bow	700	20	75	Strength +3
Iron Arrows	50	5	80	--
Holy Arrows	500	10	80	Element: Holy

BARGAIN PRICES

The items for sale in Agart are simple but extremely affordable. A stay at the Inn costs less than a Tent! There are a few items to find scattered around town, too. This visit to Agart is a short one, but the party will return here in the near future.

Found Gaia Drum!

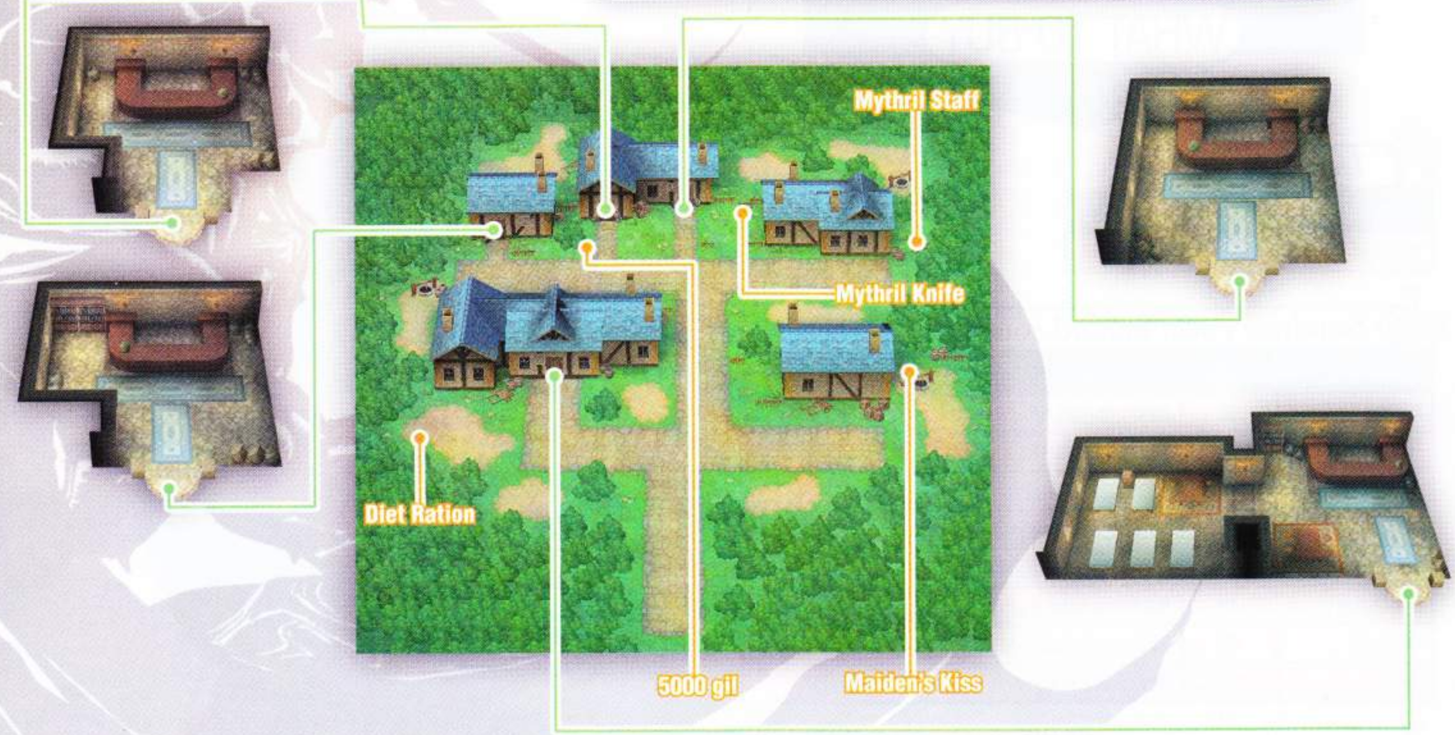
SNACK TIME

Look for Namingway in the doorway of the house behind Agart's garden. To alleviate his feelings of guilt about dating two women at the same time, Namingway asks for some Rainbow Pudding to give to his girlfriend.

Rainbow Pudding is a rare drop from the flan-type enemies, but even the weakest members of this group may drop it on occasion. Give some to Namingway and then, after he leaves the doorway, check inside the house to find a **Phoenix Down**!

Mythril

Items Found: Diet Ration, Maiden's Kiss, Mythril Staff, Mythril Knife, 5000 gil



Inn

Cost
500 gil

Sundries

Item	Cost	Use/Effect
Maiden's Kiss	60	Removes toad status.
Mallet	80	Removes mini status.
Diet Ration	100	Removes pig status.
Bomb Crank	1200	Casts Fira.
Arctic Wind	1200	Casts Blizzara.
Heavenly Wrath	1200	Casts Thundara.

Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Mythril Shield	1000	3	26	2	2
Mythril Helm	3000	8	--	2	2
Mythril Armor	17,000	13	--	4	2
Mythril Gloves	2000	6	--	2	2

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Mythril Staff	4000	11	80	Spirit +2
Mythril Knife	3000	10	110	Speed +1
Mythril Hammer	8000	65	90	Stamina +3
Mythril Sword	6000	50	90	--

If you have some extra gil (and you already purchased the Member's Writ in Troia), purchase everything that's an upgrade. If your budget doesn't allow for this, then buy upgrades for Cid. Cecil's gear should be marginally better than Cid's during the first visit to Mythril.

WHAT TO BUY

AN ISLAND ISOLATED

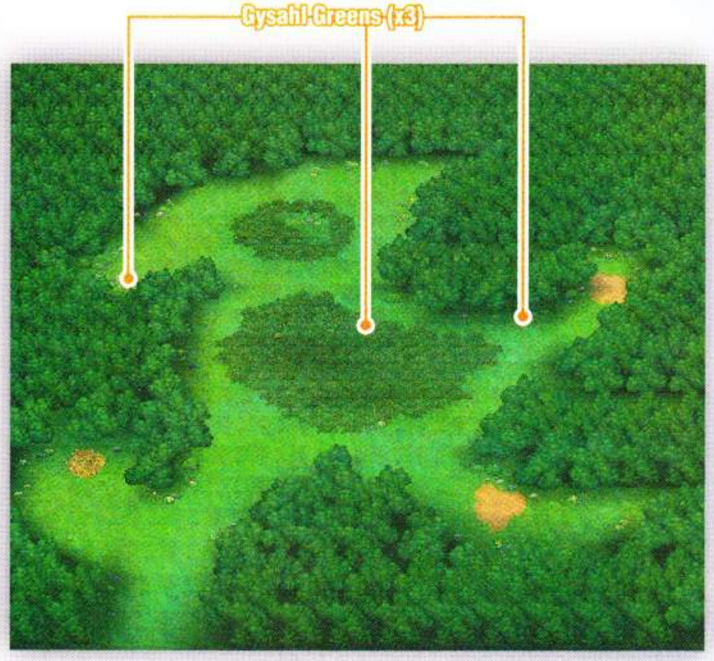
Located on the westernmost island in a long chain of islands, the town of Mythril has strange inhabitants and high-priced vendors. If the items from the shops are too pricey, just collect the goodies scattered around town and return to the Enterprise. The party will soon visit a location not too far from Mythril, so consider saving your gil to spend during the return visit.

WHERE TO NEXT?

At this point during the game, you can advance the main story by returning to Troia and hiking up to the Chocobo Village. If you're feeling daring, however, you can visit Eblan Castle on the large island in the southwest corner of the Overworld map. If you select the second option, then save your progress before stepping inside. Although there are just a few enemies (and no random encounters), they are far more dangerous than anything encountered thus far! To see what treasures the castle holds, flip ahead in the walkthrough to see the maps for the location.

Chocobo Village

Items Found: Gysahl Greens x3


Gysahl Greens (x3)

TAKE TO THE SKY

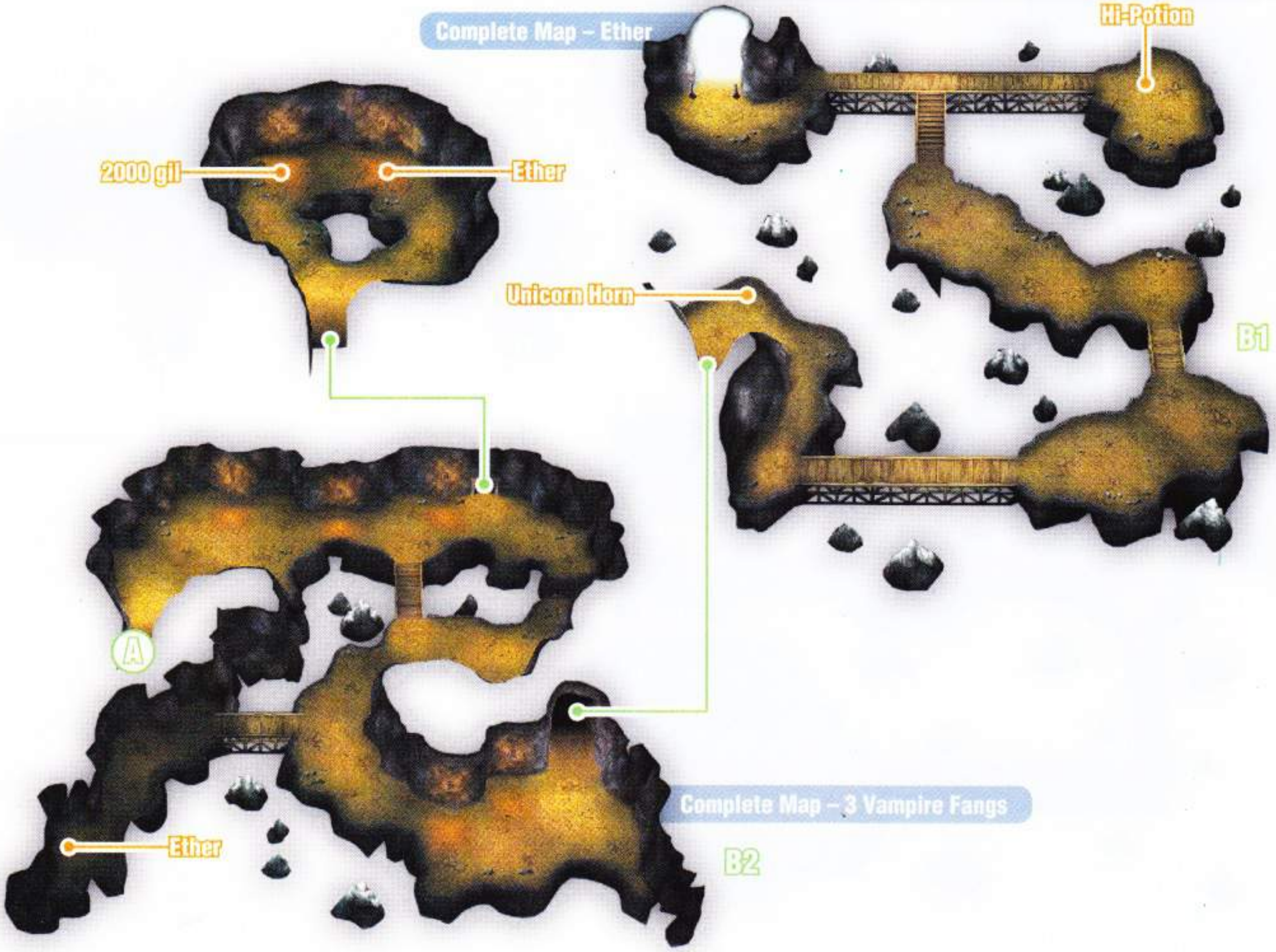
Before the party leaves Troia for Chocobo Village, check your inventory and make sure there is enough non-metallic gear (Gaia Gear, Kenpo Gi, Feathered Caps, and Ruby Rings) for each character. Yang's claws and Cid's Wooden Hammer are safe, but Cecil is stuck with the shard weapons from Troia.

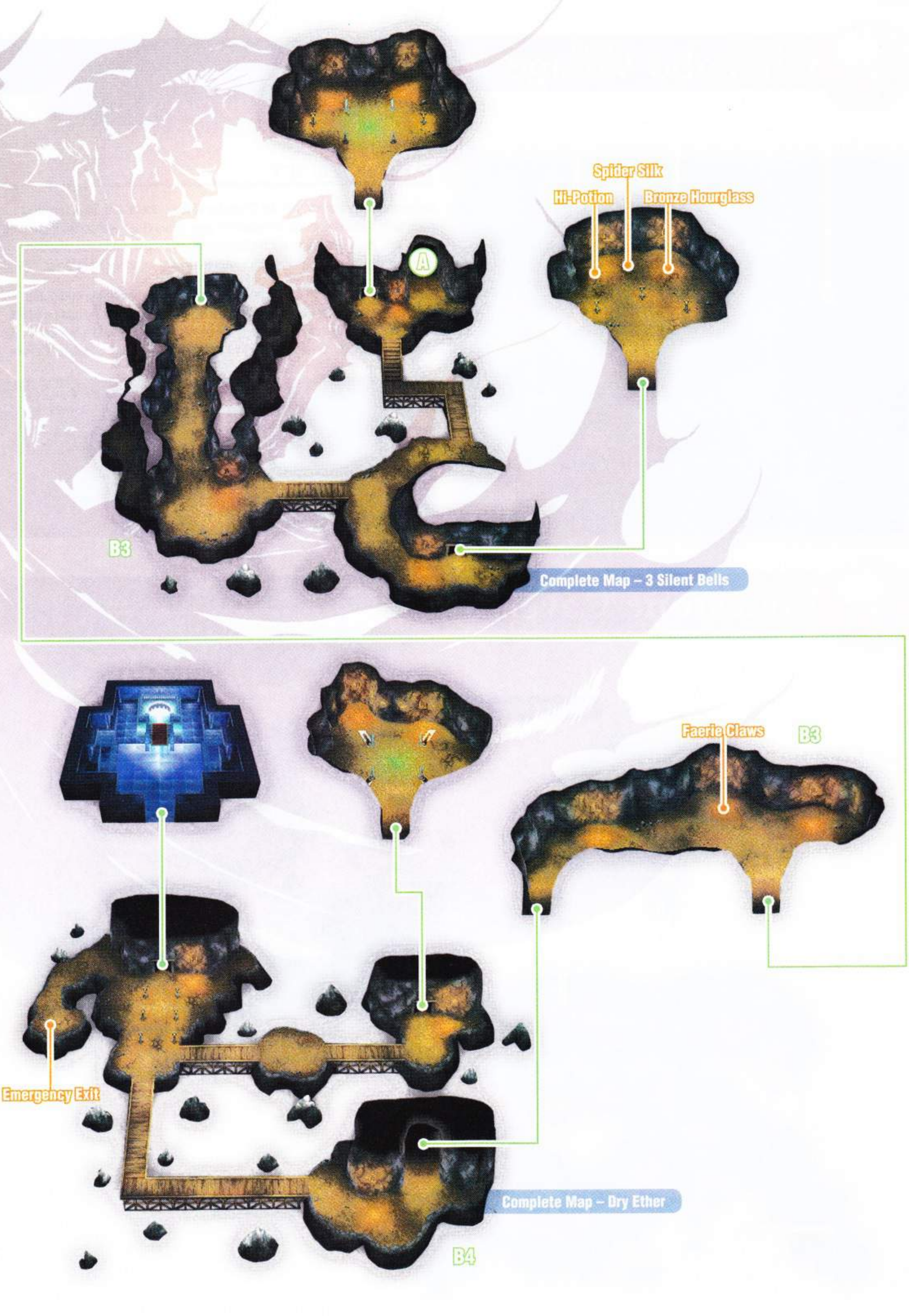
Go north from Troia and follow the path through the trees. At the end of the path, keep going north to reach Chocobo Village. The village includes a white chocobo (which restores everyone's MP before departing) and a black chocobo. Talk with the black chocobo when it's time to depart for the Lodestone Cavern.

Caught you, black chocobo!

Lodestone Cavern

Items Found: Hi-Potion x2, Unicorn Horn, Ether x2, 2000 gil, Spider Silk, Bronze Hourglass, Faerie Claws, Emergency Exit


Complete Map – Ether
Hi-Potion
2000 gil
Ether
Unicorn Horn
B1
A
Ether
Complete Map – 3 Vampire Fangs
B2


Spider Silk
Hi-Potion
Bronze Hourglass
A
B3
Complete Map – 3 Silent Bells
Faerie Claws
B3
Emergency Exit
Complete Map – Dry Ether
B4

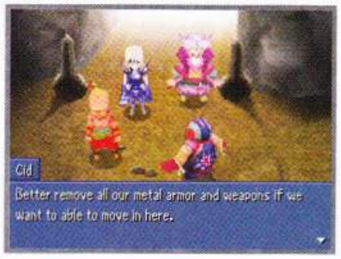
Encounters in the Lodestone Cavern

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drops	Steal
Treant	26	335	1005	18	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Mortblossom	27	440	1320	23	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Cait Sith	28	632	2528	34	--	--	--	Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)	Unicorn Horn (50%)
Ettin Snake	28	316	1264	19	Ice	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)
Needlehog	27	398	1194	21	--	--	--	Gold Needle (20%)	Gold Needle (60%)
Cave Naga	28	428	1284	23	Holy	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)
Ogre	30	1065	4260	56	Holy	--	--	Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)	Bacchus's Wine (50%)
Succubus	29	621	1863	33	Fire, Holy	--	Thunder	Vampire Fang (20%), Lilith's Kiss (12%)	Vampire Fang (50%)
Cave Bat	29	334	1002	18	Holy	Earth	Thunder	Potion (20%), Hi-Potion (12%)	Potion (60%)
Mindflayer	31	600	2400	33	--	--	--	Hi-Potion (20%), Unicorn Horn (12%), Gold Hourglass (5%), Mindflayer (0.4%)	Hi-Potion (60%)

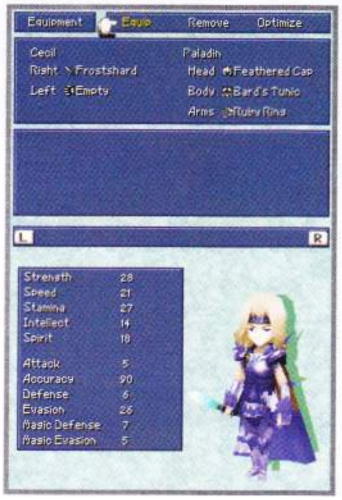
HEAVY METAL

The first thing to do inside Lodestone Cavern is to take a step back toward the entrance. The party's starting point does not reveal the entrance, so you must backtrack a bit to open that portion of the map. *Also, don't forget to switch everyone's equipment, as any character wearing or wielding anything metallic is rendered immobile during battles!*

The descent to the lower levels of Lodestone Cavern is fairly direct. There are very few branching paths and no hidden tunnels. There are Save Points on Lodestone Cavern—B3, so save your progress at each spot before moving onward.



Better remove all our metal armor and weapons if we want to able to move in here.



Cecil
Paladin
Right Frostshard
Left Empty
Head Feathered Cap
Body Bard's Tunic
Arms Ruby Ring

Strength	28
Speed	21
Stamina	27
Intellect	14
Spirit	18
Attack	5
Accuracy	90
Defense	6
Evasion	26
Magic Defense	7
Magic Evasion	5

CRYSTAL CHAMBER

Before triggering the boss fight with the Dark Elf, equip each character's best items—even if they are metallic. If you forget to do this at first, there is a small window of opportunity to make the change before the battle begins in earnest.

Dark Elf

HP	N/A
Lv	30
Exp	0
Gil	0
Wk	🔥 ◆
Res	None
Abs	None
Susc. to	Silence, Blind, Poison, Slow, Sap

This boss fight is divided into two stages. During the first stage, Dark Elf peppers the party with spells, so keep everyone healed but don't go overboard with MP usage. Cast Protect and Shell on the entire party, but that can wait a turn or two if someone needs healing. After taking some damage, Dark Elf changes form and the real fight begins.

When Dark Dragon appears, restore everyone to full health as quickly as possible. Dark Dragon's Dark Breath ability is brutal and the boss uses it often. Cast Slow on Dark Dragon and pour on the damage using Yang and Cecil. Save Tellah's remaining MP for healing and don't be afraid to use several Ethers during this fight. If Tellah's MP gets low, have Cid administer an Ether to him because you need Tellah ready to heal (or Raise) at all times.

Dark Dragon

HP	7854
Lv	31
Exp	39765
Gil	5000
Wk	🔥 ◆
Res	●
Abs	None
Susc. to	Silence, Blind, Poison, Curse, Slow, Sap

RETURN TO TROIA

Grab the Earth Crystal after the fight and walk back up to the surface (or use Teleport). At the top, mount the black chocobo to return to Chocobo Village.

The party's first stop after returning to Troia Castle is the Infirmary. Speak with Edward to receive the **Bardsong augment** and, quite possibly, the **Hide augment** and **Salve augment** depending on the number of augments he was given while with the party earlier.

Obtained the Earth Crystal.

Obtained Bardsong augment.

BARDSONG, HIDE, SALVE AUGMENT

Edward hands over Bardsong automatically. Unless Cid already has two augments, it should go to him. If you provided augments to Edward and picked up Hide and Salve, consider these augments as additional fodder for Cid or Tellah.

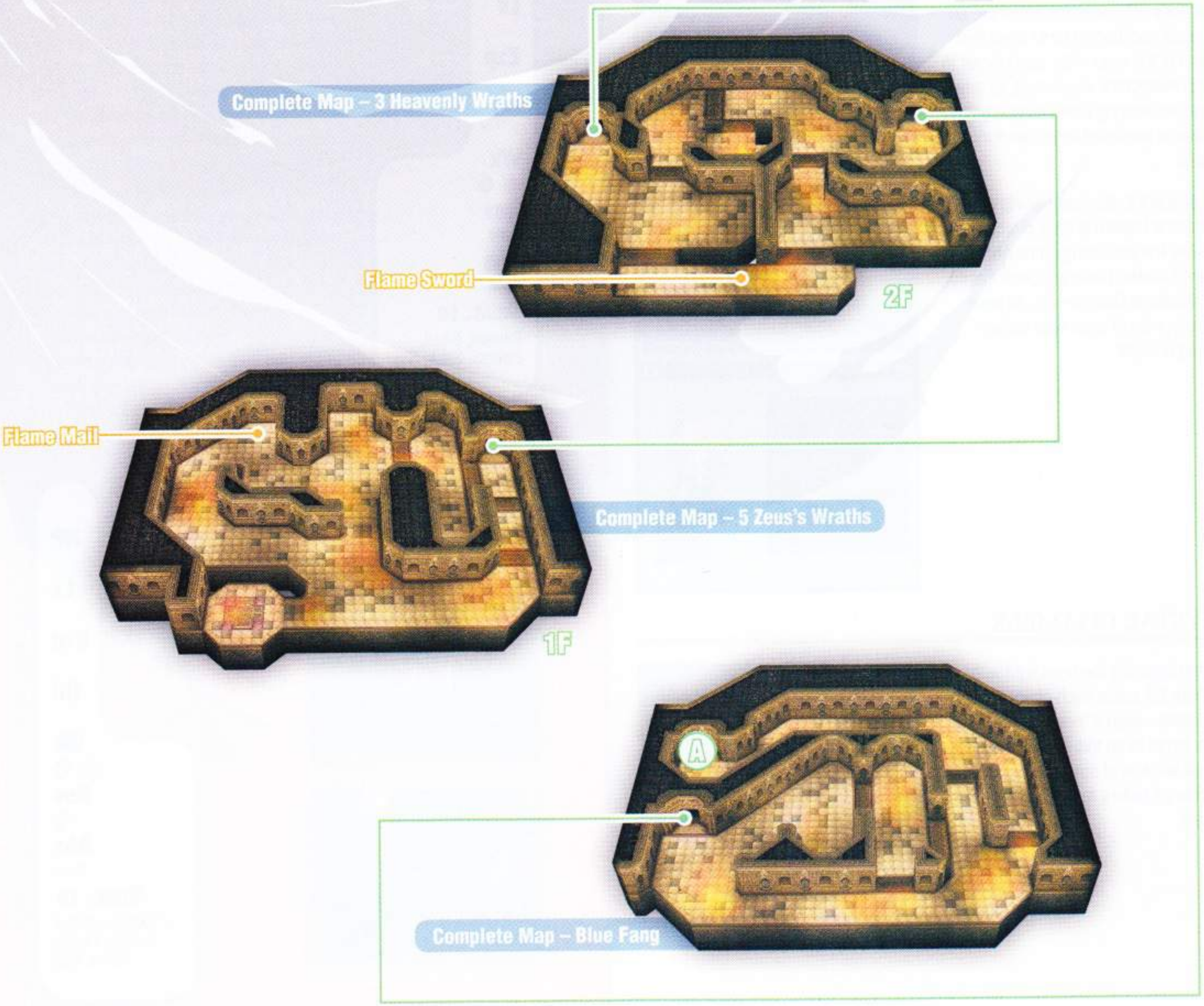
The next stop is just outside the Crystal Room inside Troia Castle. After a few events unfold, speak with the Epopts again to receive permission to take what is stored in their vault. Don't head for the Enterprise until after the party visits the east side of Troia Castle—B2 and collects the treasures.

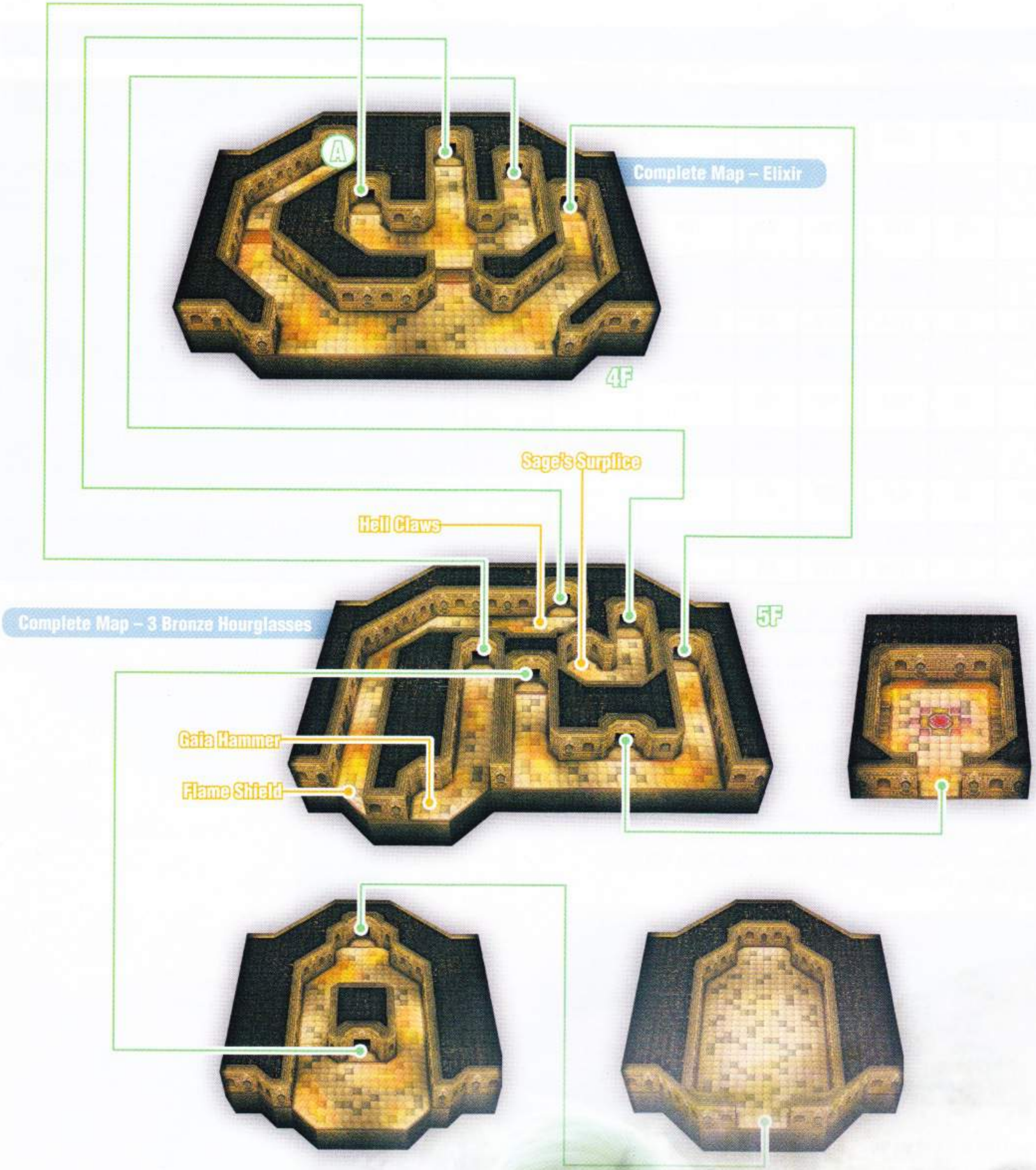
We will be of what aid we can. Please, take any treasure from our basement vaults that you can use.

Have they given you permission to enter?
Yes
No

Tower of Zot

Items Found: Flame Mail, Flame Sword, Gaia Hammer, Hell Claws, Flame Shield, Sage's Surplice


Complete Map – 3 Heavenly Wraths
Flame Sword
2F
Flame Mail
Complete Map – 5 Zeus's Wraths
1F
A
Complete Map – Blue Fang


A
Complete Map – Elixir
4F
Sage's Surplice
Hell Claws
5F
Complete Map – 3 Bronze Hourglasses
Gaia Hammer
Flame Shield

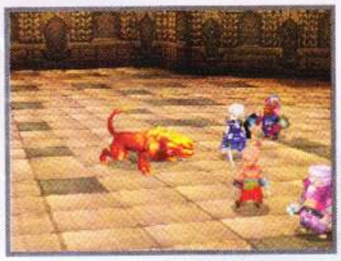
Encounters in the Tower of Zot

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Centaur Knight	31	1292	3876	68	--	--	--	Tent (20%), Cottage (12%)	Tent (60%)
Sorceress	30	893	1786	46	--	--	--	Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)	Rod (40%)
Purple Bavarois	30	519	1236	32	Fire	--	--	Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)	Potion (60%)
Gremlin	31	697	1394	36	Fire	--	--	Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)	Silent Bell (50%)
Black Knight	33	1224	3672	64	Fire, Holy	Dark	--	Tent (20%), Cottage (12%)	Tent (60%)
Frostbeast	40	1768	5304	92	Fire	--	Ice	Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)	Ice Arrows (40%)
Ice Lizard	32	1224	2448	63	Fire	--	Ice	Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)	Ice Arrows (40%)
Fell Turtle	36	3570	14280	184	Ice	--	Fire	Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)	Mythril Shield (40%)
Marionetteer	33	804	1668	43	--	--	--	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)
Marionette	33	654	1388	36	--	--	--	Potion (20%), Ether (12%), Decoy (5%)	Potion (60%)
Soldieress	33	1085	2170	56	--	--	--	Tent (20%), Cottage (12%)	Tent (60%)

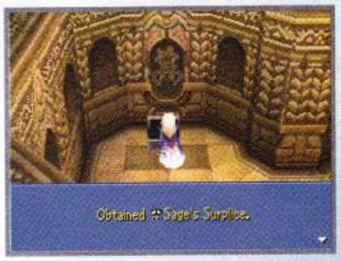
THE THIRD ELEMENTAL ARCHFIEND

The party isn't locked into the Tower of Zot once things begin. If you need to return to Troia, step onto the platform just west of where the party starts. To return to the Tower of Zot, just step back on the airship.

The "hound" enemies inside the Tower of Zot are particularly dangerous due to their abilities that inflict massive damage to the entire party. When you encounter more than one of these foes in a single encounter, do not hesitate and immediately use Tellah's most powerful elemental spell that matches their weakness. The party is forced into one of these encounters, as a Flamehound guards the chest on 2F. Before you open the chest, equip Tellah with the Ice Rod and Yang with Ice Claws.



The fourth and fifth floors of the Tower of Zot connect through multiple doors. Most of the doors lead to chests and some nice upgrades in **Gaia Hammer**, **Hell Claws, Sage's Surplice,** and the **Flame Shield**. Most importantly, there's a Save Point waiting on the fifth floor.



Obtained Sage's Surplice.

Magus Sisters: Sandy

HP	5182
Lv	33
Exp	15843
Gil	3000

Wk	None
Res	None
Abs	None
Drp	None
Stl	None

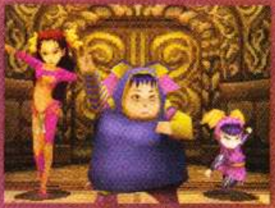
Susc to Silence, Blind, Poison, Curse, Sap

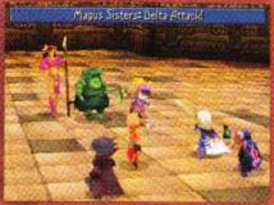
Cindy

HP	9191
Lv	33
Exp	27870
Gil	3000

Wk	None
Res	None
Abs	None
Drp	None
Stl	None

Susc to Silence, Blind, Poison, Curse, Sap





Magus Sisters: Delta Attack!

Sandy continually casts Reflect on Cindy, so a party member may end up with Reflect on them. She may also use Confuse on party members. Cindy Counters with Attack against physical attacks, and can Reraise a sister.

Cindy should be the first target, since she heals and has the ability to Reraise a fallen sister. Go after Mindy next, since she's using all the damage spells against your party. When Cindy falls, Sandy starts using Confuse or Berserk against single targets. If your entire party has Reflect active, this shouldn't cause a problem. Use Esuna quickly if anyone is affected by Confuse or Berserk.

Mindy

HP	**Lv**	**Exp**	**Gil**
5180	33	15837	3000

Wk	**Res**	**Absorb**	**Drp**	**Stl**
None	None	None	None	None

Susc to Silence, Blind, Poison, Curse, Berserk, Sap

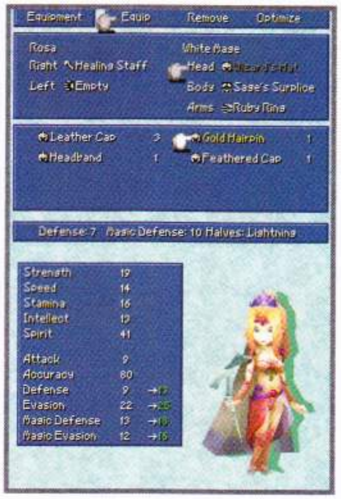
Return to the Save Point before continuing and remove Tellah's good gear (or just all of it). Also, don't forget to give him augments. If you have Edward's augments, Hide is a good one along with Curse or Tsunami.

GOODBYE OLD FRIEND, HELLO OLD FRIENDS

Upon reaching the Tower of Zot—6F, head north to reach Golbez and Kain. After Golbez and Tellah settle their differences, pick up the **Recall augment** and, if you gave Tellah two more augments, the **Fast Talker augment** and the **Last Stand augment**. Next, speak with Kain.

After Rosa rejoins the party, check everyone's equipment. Make sure to equip Rosa with the Gold Hairpin. When the party is ready, head for the door.

Cecil
As promised.



Rosa
Right Healing Staff
Left Empty

White Mage
Head [illegible]
Body Sage's Surplice
Arms Ruby Ring

Leather Cap	3	Gold Hairpin	1
Headband	1	Feathered Cap	1

Defense: 7 Magic Defense: 10 Halves: Lightning

Strength	19	
Speed	14	
Stamina	16	
Intellect	19	
Spirit	41	
Attack	9	
Accuracy	80	
Defense	9	→[illegible]
Evasion	22	→25
Magic Defense	13	→[illegible]
Magic Evasion	12	→15

RECALL, FAST TALKER, LAST STAND AUGMENTS

Recall, which is somewhat unpredictable, is best used to feed Cid (if he doesn't already have two augments) or Yang. Last Stand is an option for Cecil, but he may lack room for it in his list of battle commands. Fast Talker turns Rydia into a devastating spellcaster, so give it to her as soon as possible.

Barbariccia

HP	12272
Lv	35
Exp	61855
Gil	10000
Wk	None
Res	
Abs	None
Susc. to	Paralyze, Silence, Blind, Poison, Slow, Sap

Attack
Jump
Items
Focus

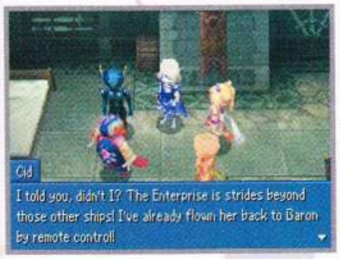
This isn't a quick fight. Barbariccia counters physical attacks with Thunder. Occasionally, she wraps herself in a tornado, thereby making her invulnerable to most attacks.

To start the fight, have Rosa cast Slow on Barbariccia and then cast Shell on the party. Let Cecil cast Protect on the party, then Cover Rosa and defend. Keep Kain ready to Jump, as this is the only way to remove Barbariccia's Tornado. Yang plays a key role in this fight. Use Focus on Yang twice, then attack with him. Repeat this pattern (attacking only when Tornado isn't active) to take down Barbariccia. Have Cid defend and administer Hi-Potions and Ethers when needed. If Rosa can't keep up with the healing duties, let Cecil assist her.

BACK HOME IN BARON

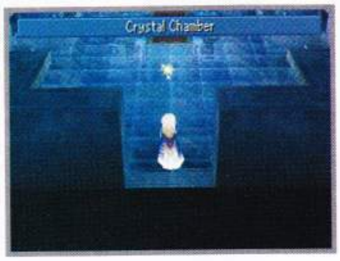
After a close call, the scene shifts to Baron Castle. Kain relinquishes the **Magma Stone** to Cecil. Cid reveals that the Enterprise returned to Baron Castle automatically and it's ready to take to the air. First stop: the outskirts of Troia!

From Troia, go north and ride the black Chocobo to the Lodestone Cavern. The **Whirlwind augment** glitters on the ground inside the Crystal Chamber. Take some time to level up Kain and Rosa, so don't leave the cavern too quickly.

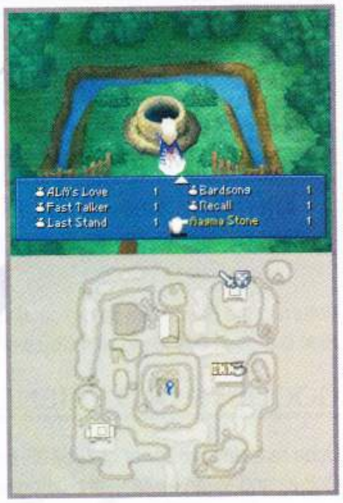


Cid

I told you, didn't I? The Enterprise is strides beyond those other ships! I've already flown her back to Baron by remote control!



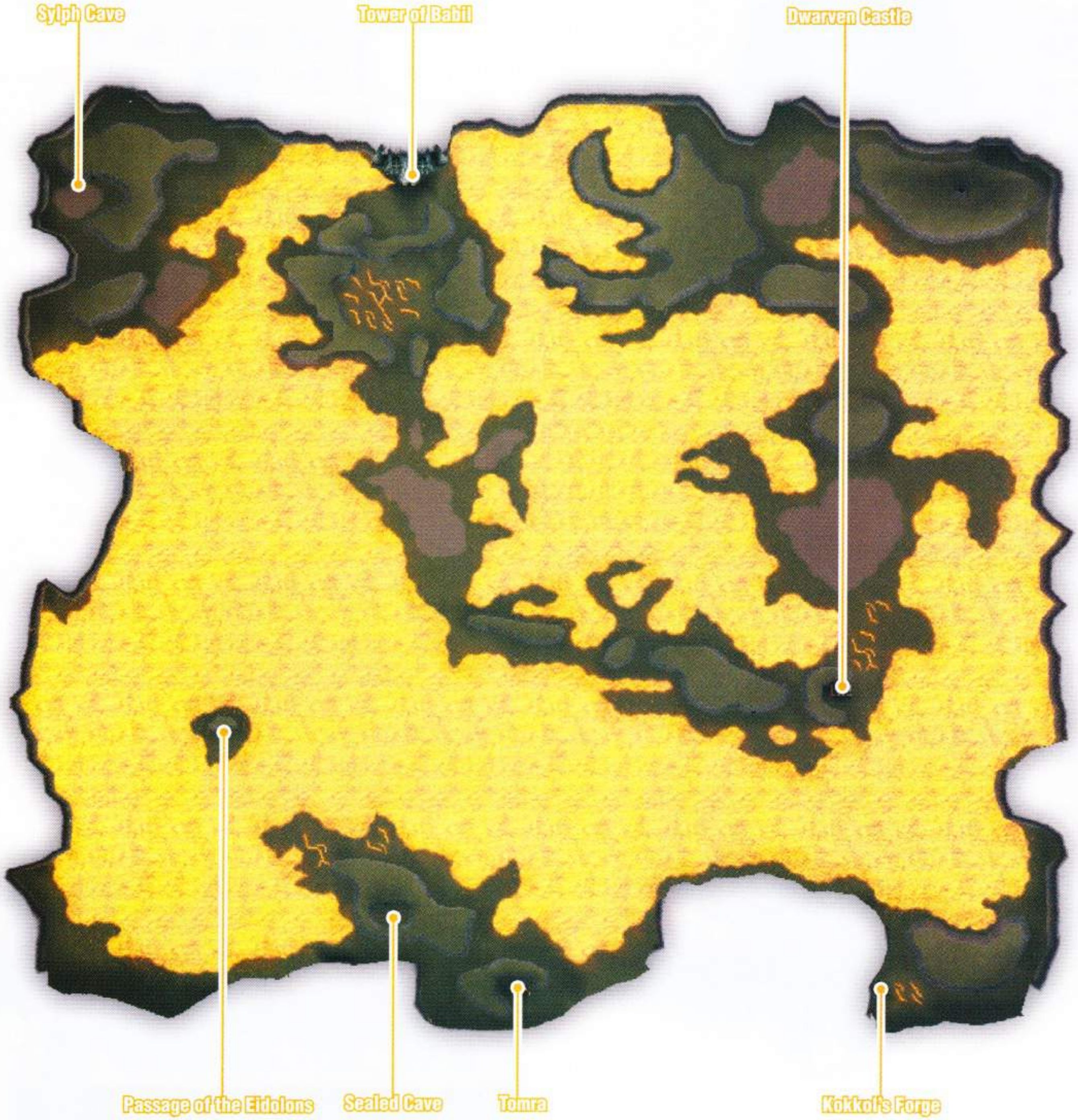
It's time to travel to Agart, specifically the well located in the center of town. Walk up to the well and interact with it. When prompted, select the Magma Stone. Exit the town and board the Enterprise. Hover over the crater and press the B Button to descend to a new world!



WHIRLWIND AUGMENT

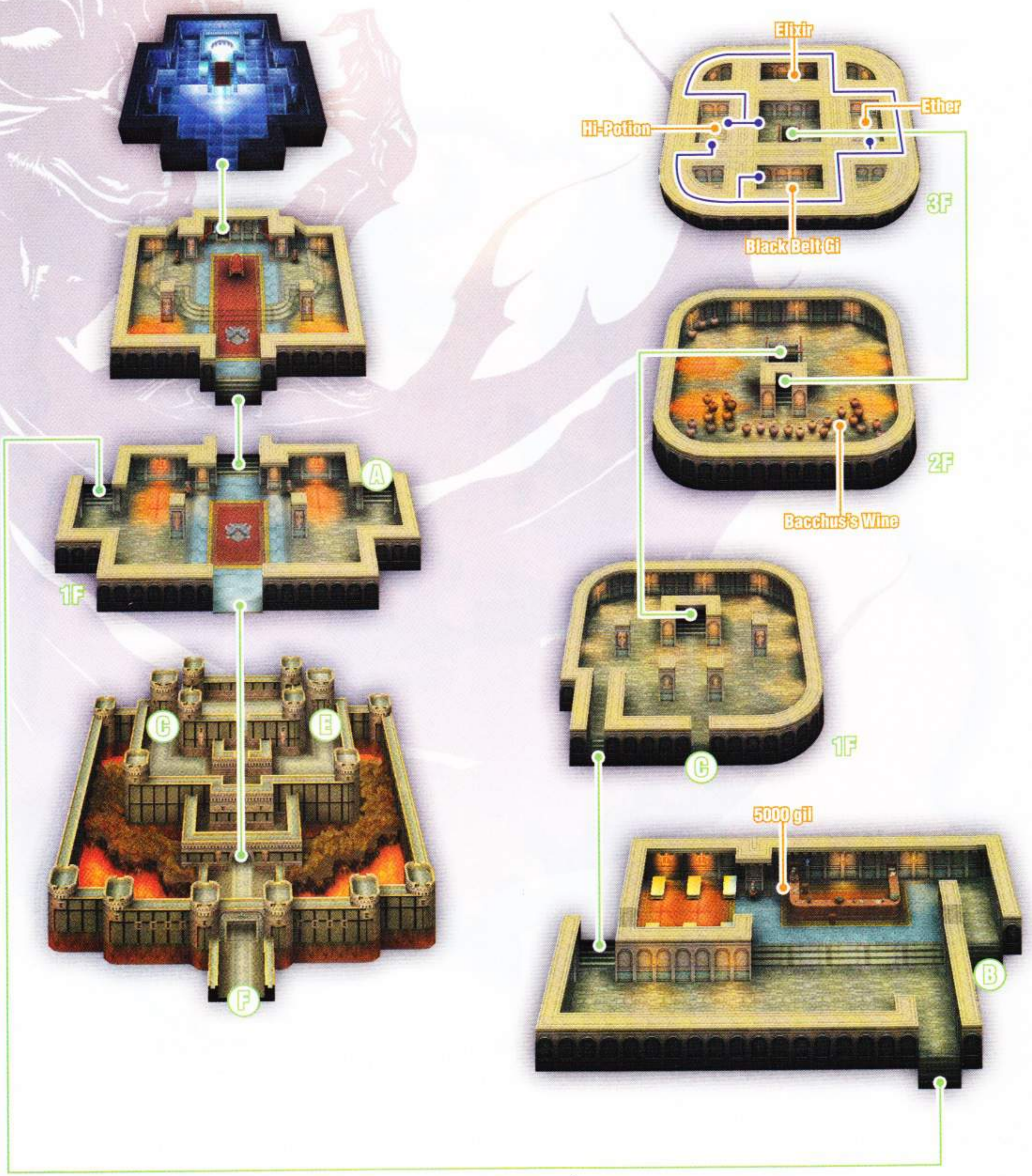
Unless you have grand plans for this augment, consider giving it to Yang. The augments he provides in exchange are considerable improvements.

The Underworld


Sylph Cave
Tower of Babil
Dwarven Castle
Passage of the Eidolons
Sealed Cave
Tomra
Kokkol's Forge

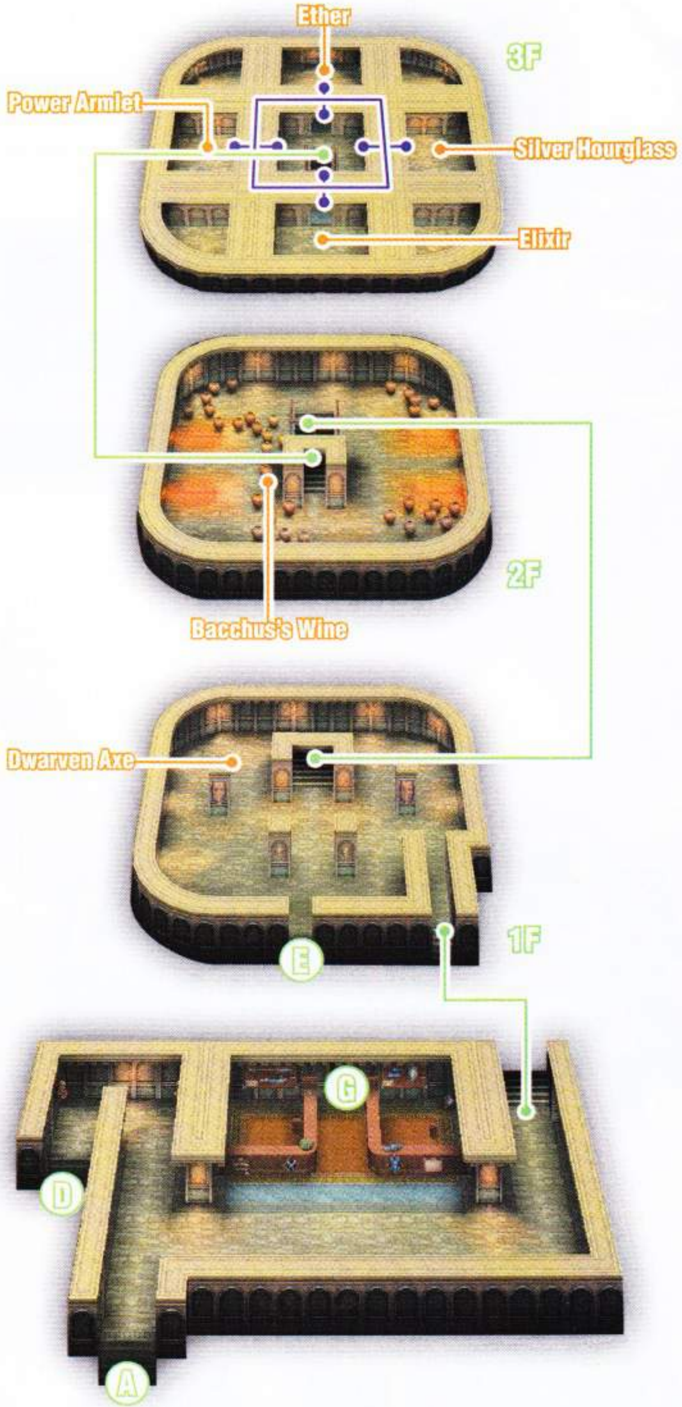
Dwarven Castle

Items Found: 5000 gil, Bacchus's Wine x2, Hi-Potion, Elixir x2, Ether x2, Black Belt Gi, Dwarven Axe, Silver Hourglass, Power Armlet, Gysahl Greens x3, Cottage x3, Bomb Fragment


Elixir
Hi-Potion
Ether
3F
Black Belt Gi
2F
Bacchus's Wine
A
1F
1F
C
E
C
5000 gil
B
F

The Armorer and Weaponsmith are not available at first, so all you can do at this point is restock your Sundries. When the other two shops open, pick up the Flame Lance (grab the Flame Sword if you don't have one) to give Kain some variety when facing elemental-based enemies. Rune Armlets are a nice upgrade, but because a few enemies drop them, you may already have some.

WHAT TO BUY



Inn

Cost
600 gil

Sundries—Center

Item	Cost	Use/Effect
Gysahl Greens	50	Summons Fat Chocobo at certain locations.
Bomb Fragment	200	Casts Fire.
Zeus's Wrath	200	Casts Thunder.
Antarctic Wind	200	Casts Blizzard
Bestiary	50	Casts Libra.
Gnomish Bread	100	Casts Sight.
Emergency Exit	200	Allows party to escape from cave or dungeon.

Sundries—Right

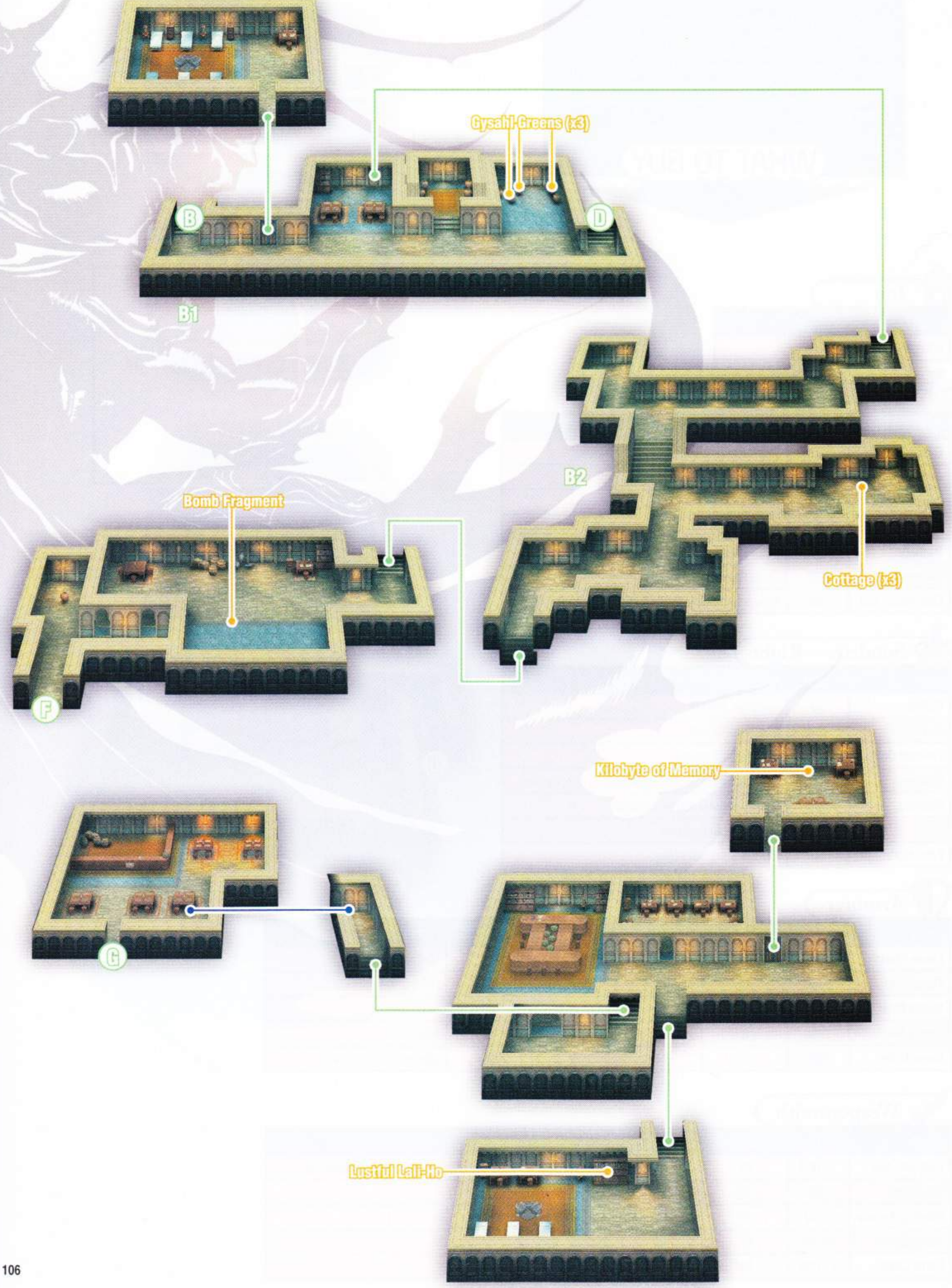
Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Cottage	500	Fully restores HP, MP, and status of entire party.
Remedy	500	Removes most status ailments.
Cross	100	Removes curse status.
Echo Herbs	50	Removes silence status.

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Flame Shield	1250	3	28	2	2	Halves: Ice
Flame Mail	2000	15	--	4	2	Halves: Ice
Sage's Miter	2000	5	8	7	7	--
Sage's Surplice	1200	6	5	5	5	Spirit +5
Rune Armlet	2000	5	10	8	8	Intellect +3, Spirit +3

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Dwarven Axe	15,000	82	95	Strength +5, Speed -2, Stamina +5, Intellect -2, Spirit -2
Great Bow	2000	30	75	Speed +2
Blinding Arrows	1000	20	80	May inflict blind status
Flame Sword	14,000	65	90	Element: Fire
Flame Lance	11,000	66	80	Element: Fire


Gysahl Greens (x3)
B
D
B1
B2
Bomb Fragment
Cottage (x3)
F
Kilobyte of Memory
G
Lustful Lali-Ho

Encounters on the Underworld Map

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Hornworm	48	3151	6500	165	--	--	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Blood Flower	28	629	1258	33	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Armadillo	32	1146	3438	60	--	--	--	Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)	Mythril Shield (40%)
Tunneler	40	1114	2228	58	--	Earth	--	Spider Silk (20%), Gaia Drum (12%), Siren (5%)	Spider Silk (50%)
Caterpillar	40	1711	3422	88	--	--	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Gloomwing	41	2684	5368	136	--	Earth	--	Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)	Ether (30%)
Goblin Captain	29	1127	3381	59	--	--	--	Potion (20%), Hi-Potion (12%), X-Potion (0.4%)	Potion (60%)
Gorgon	37	4335	8790	222	--	--	--	Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)	Gold Needle (60%)
Hellflapper	38	2295	4590	117	--	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Magma Tortoise	37	3777	15108	194	Ice	--	--	Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)	Mythril Shield (40%)
Alraune	47	3930	7860	199	--	--	--	Spider Silk (20%), Gaia Drum (12%), Siren (5%)	Spider Silk (50%)

DANGEROUS DOLLS

After the ship lands, take the short trip south to Dwarven Castle. Most of the castle is blocked for now, but both the Inn and Sundries are available. Before you move towards the throne room, remove all of Cid's gear.

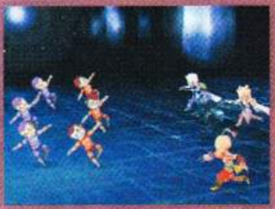
Cid

No need for teary good-byes—I'm only going to go make a few upgrades!

Calca (x3)

HP	1369	**Wk**	None
Lv	37	**Res**	None
Exp	4137	**Abs**	None
Gil	0	**Drp**	None
		Stl	None

Susc to Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap



The Calc dolls in the back row employ Counter: Attack physical strikes. Have Yang perform a Kick and attack the Calcs with Cecil and Kain. If you eliminate all six quickly enough, the fight ends. However, if things take too long, the remaining dolls merge into Calcabrina. Calcabrina also uses Counter: Attack when struck and adds Glare and Hold to the mix. If you do not eliminate Calcabrina right away, it may turn back into the six-pack of Calcs and Brinas. The next boss fight begins immediately after this one, so as the battle nears its end, heal Cecil so he can start the next battle as fresh as possible.

Brina (x3)

None	**Wk**	569	**HP**
None	**Res**	37	**Lv**
None	**Abs**	1737	**Exp**
None	**Drp**	0	**Gil**
None	**Stl**		

Susc to Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

Calcabrina

HP 8814 **Lv** 37 **Exp** 35296 **Gil** 0

Wk None **Res** None **Absorb** None **Drp** None **Stl** None

Susc to Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

Golbez

HP	9999
Lv	38
Exp	40000
Gil	11000

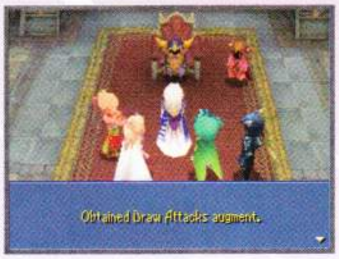
Wk ◆ **Res** None **Absorb** None **Drops** None **Steal** None **Susc. to** Slow, Sap

Cast Slow on Golbez immediately. Cast Shell on the entire party, but it's only a necessity for Cecil at this point. Have Kain attack once and then Jump. He could get lucky and miss Golbez using Binding Cold and summoning a Shadow Dragon that casts Black Fang. When Rydia arrives, use Phoenix Down and heal (Cura or Hi-Potion) on Rosa to bring her back. Use Libra to check Golbez's weakness and have Rydia use the Summon that hits the boss's weakness. If she lacks sufficient MP to summon, go with the Black Magic spell with that elemental affinity. Have Cecil and Rydia alternate using Cura and Libra, along with distributing Ethers to Rydia until Golbez drops.

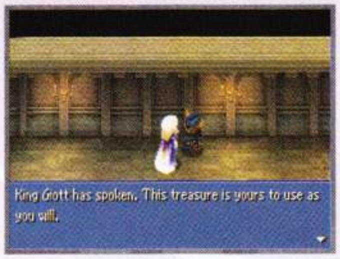
DWARVEN GRATITUDE

After the fight, King Giott hands over the **Draw Attacks augment** and also opens up more of the castle. First, go through the East and West Towers. They're essentially mirrors of each other and both contain some nice equipment. Before making any purchases at the Armorer and Weaponsmith, loot these towers of all their goodies.

Check the basement next. Dwarven Castle—B1 has three **Gysahl Greens** and a spot to summon Fat Chocobo. The door to B2 is obscured, so you must speak with a guard to pass through it. The southwest exit from the Dwarven Base leads to the Underworld Map. The urn directly north from that exit restores MP and HP, so take a sip from it before heading out!



Obtained Draw Attacks augment.



King Giott has spoken. This treasure is yours to use as you will.

DRAW ATTACKS AUGMENT

Draw Attacks is destined for Cecil. Replace Cecil's Cover with Draw Attacks and activate Counter to turn him into a counter-punching powerhouse. The good news is that Cecil still has room to improve.

LALI-HO PUB

The door between the Armorer and Weaponsmith leads to a pub. The hidden tunnel in the southeast corner of the pub leads down to the Developers' Office. While it's mostly a place to relax, there are a few things to do here.

EASY AUGMENT

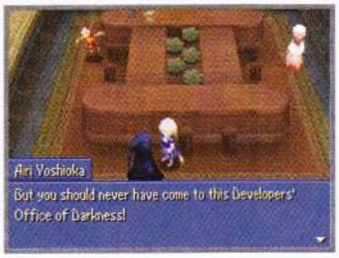
Provided you were able to supply him with Rainbow Pudding, Namingway appears in the Lali-ho Pub. Talk with him a few times to start an easy fight. After the skirmish, he hands over the **Eye Gouge augment**.

EYE GOUGE AUGMENT

If Yang only has one augment at this point, then give him Eye Gouge. Most enemies that appear later in the game deal most of their damage by utilizing abilities and spells, so blinding them isn't much help.

DEVELOPERS' OFFICE

Speak with everyone and don't be afraid to lose any fights that may occur. The chest in the Music Room has a **Kilobyte of Memory,** but its original owner decides he needs it. Examine the bookshelf in the Break Room for "Lustful Lali-ho." Return to the main room and put it on the counter, next to the guy in a dark blue robe. After speaking with everyone, go downstairs next to Asano (a Soldier) to get the **Reach augment**.



Airi Yoshioka

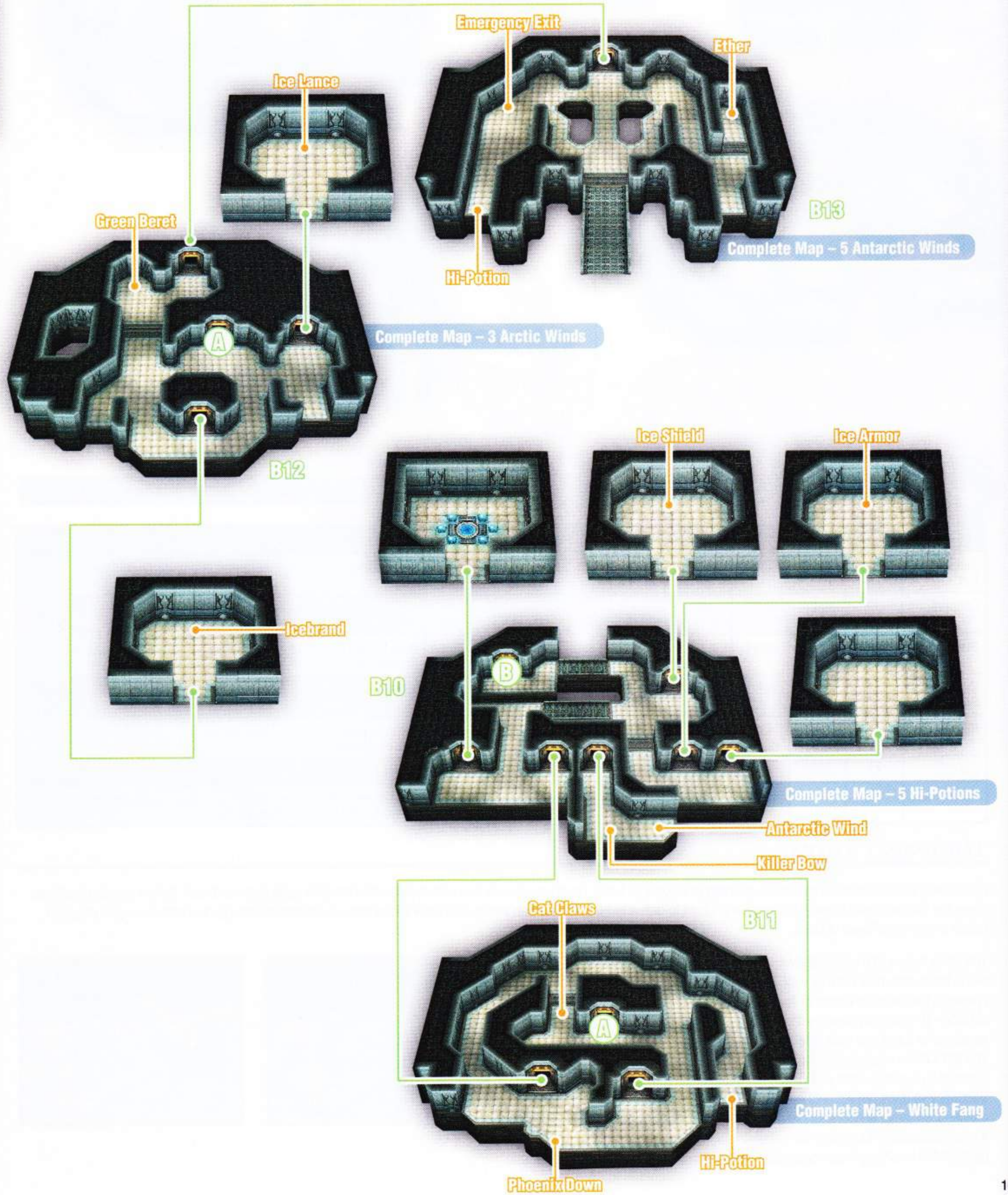
But you should never have come to this Developers' Office of Darkness!

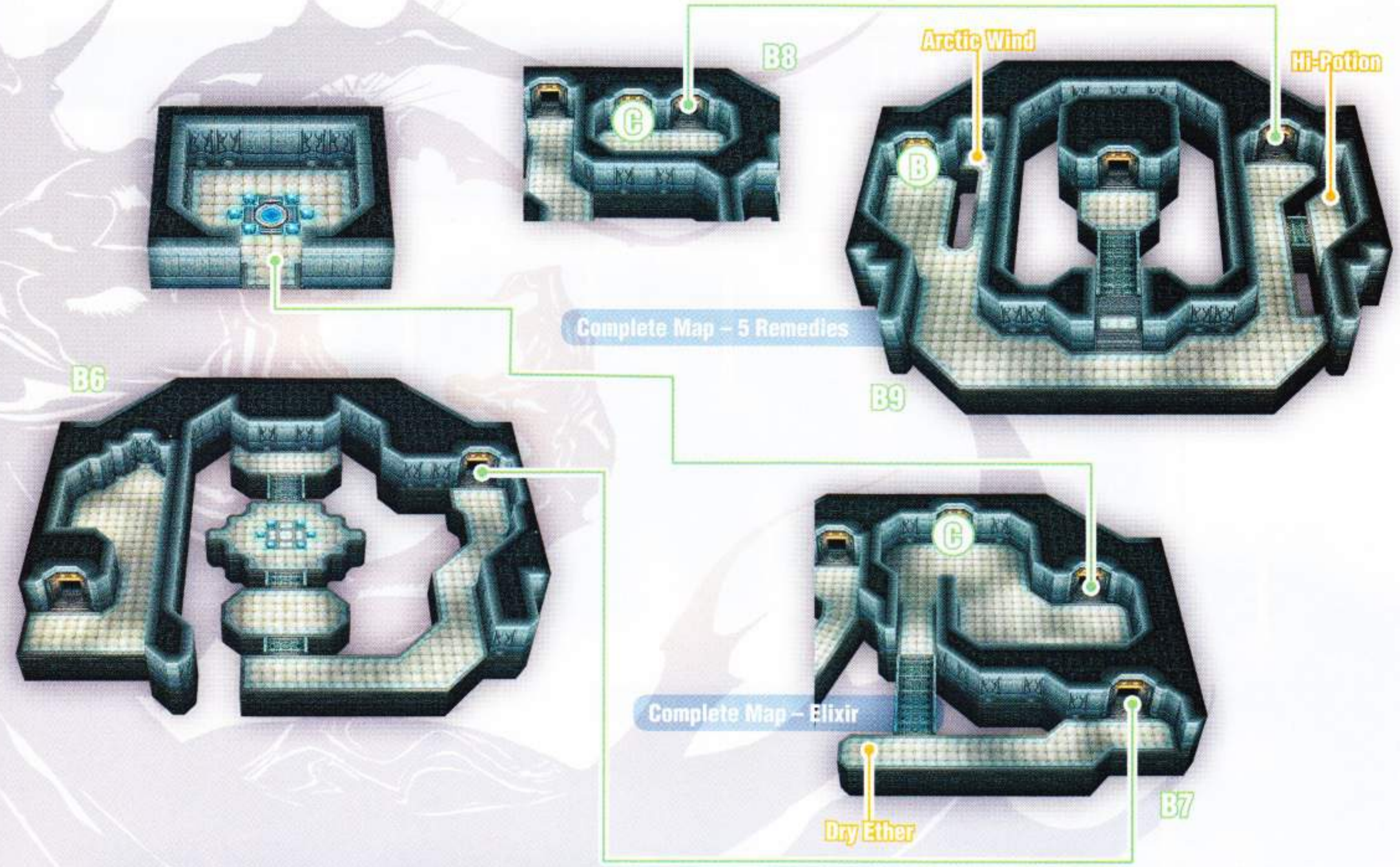
REACH AUGMENT

The lightly-armored Edge benefits the most from this augment. Reduce the damage from enemy attacks by sticking him in the back row of the party.

Tower of Babil

Items Found: Hi-Potion x4, Emergency Exit, Ether, Green Beret, Icebrand, Ice Lance, Cat Claws, Phoenix Down, Killer Bow, Antarctic Wind, Ice Armor, Ice Shield, Arctic Wind, Dry Ether


Emergency Exit
Ether
Ice Lance
B13
Complete Map – 5 Antarctic Winds
Green Beret
Hi-Potion
A
Complete Map – 3 Arctic Winds
B12
Ice Shield
Ice Armor
Icebrand
B
B10
Complete Map – 5 Hi-Potions
Antarctic Wind
Killer Bow
Cat Claws
B11
A
Complete Map – White Fang
Hi-Potion
Phoenix Down



Encounters in the Tower of Babil

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Security Eye	39	2432	4864	124	Thunder	Earth	--	Siren (20%)	Siren (20%)
Chimera	33	2389	7167	123	--	--	Fire, Ice, Thunder	Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)	Fire Arrows (20%)
Black Lizard	40	2692	5384	137	--	--	--	Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)	Gold Needle (60%)
Stone Golem	43	8721	26163	440	--	--	Earth	Hi-Potion (20%), X-Potion (12%), Medusa Arrows (5%)	Hi-Potion (60%)
Naga	41	2161	4322	110	--	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (20%)
Evil Doll	42	1319	2836	73	--	--	--	Decoy (20%)	Decoy (30%)
Flamehound	45	4151	12453	212	Ice, Water	--	Fire	Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)	Fire Arrows (40%)

THE ENEMY'S HOME

Fortunately, there's not much guesswork in finding the Tower of Babil. There's really only one path to follow and it mainly goes north and west. Before entering the Tower, check the Status screen to see if a character is about to gain a level. If so, take part in some random encounters, use a Tent or Cottage, and then save your progress before entering the Tower of Babil.

The party begins at the lowest level of the tower and must work its way upwards. The two side rooms of Tower of Babil—B12 contain chests with great weapons for Cecil and Kain (**Icebrand** and **Ice Lance** respectively), but a Security Eye guards each one. The Security Eye does not act until it is attacked, so these encounters provide a great opportunity to restore the party's MP. Have Yang Focus twice, make Rosa Pray, and let everyone else defend.

MORE ICE EQUIPMENT

Two doors from B11 lead down to B10. One door leads to chests that contain a **Killer Bow** and **Antarctic Wind**; the other door lets out near another door on B10 that leads to a Save Point.

The southeast and north doors lead to small rooms with a single chest apiece. The chests contain **Ice Armor** and **Ice Shield** and, like the previous chests, these are also guarded by a Security Eye. As a result, Kain and Cecil should end up with one piece of Flame gear and one piece of Ice gear to help them resist more types of enemy magic.

Obtained ●Ice Shield.
Enemy ambush!

THE FINAL FLOORS

The door in the center of Tower of Babil—B9 is initially locked. Continue through B8, B7, and B6 to find a way to unlock it; keep in mind that you cannot complete the maps for B6, B7, and B8 at this time, but make sure to open the accessible areas entirely so that you don't need to return to this portion of the Tower in the future. Use the Save Point on B7 and equip gear that adds Thunder-based damage before approaching the center area of B6. Another two-stage boss fight is next!

The door is locked.

Dr. Lugae

HP	5872	**Wk**	None
Lv	41	**Res**	None
Exp	17913	**Abs**	None
Gil	0	**Drp**	None
		Stl	None

Susc to Blind, Slow, Sap

Barnabas

Wk	⚡	**HP**	9664
Res	None	**Lv**	41
Abs	None	**Exp**	28992
Drp	None	**Gil**	0
Stl	None		

Susc to Slow, Sap

After some initial confusion, Barnabas attacks the party. Be advised that these attacks may inflict Confuse on a party member. Lugae heals Barnabas while muttering about oil. Focus your initial attacks against Barnabas, but try to wear down both targets and kill them within seconds of each other. If possible, finish off both bosses with the same Kick from Yang. If you kill Lugae first, Barnabas self-destructs and inflicts massive damage to one target. Killing Barnabas first allows Lugae to combine with the scraps of Barnabas to form a stronger enemy, Barnabas-Z. When the end of the battle draws near, try to heal everyone since there is no downtime between this fight and the next one.

Barnabas-Z

HP	9036	**Lv**	41	**Exp**	36144	**Gil**	0		
Wk	⚡	**Res**	None	**Absorb**	None	**Drp**	None	**Stl**	None

Susc to Slow, Sap

Lugaeborg

HP	12642
Lv	41
Exp	50568
Gil	12000

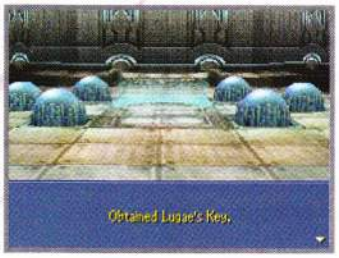
Wk	**Res**	**Absorb**	**Drops**	**Steal**	**Susc. to**
⚡	None	None	None	None	Slow, Sap

Doctor Lugae turns into a new creature and immediately spews forth Reversal Gas. When Reversal Gas is active, it causes healing spells to inflict damage (even Rosa's Pray ability removes HP and MP!) and damage spells to heal. Watch out for the massive healing spell that Lugaeborg uses in conjunction with Reversal Gas. When Reversal Gas isn't active, he likes to use Flamethrower. Be ready to heal everyone right away after he uses either one. Lugaeborg is vulnerable to Thunder when Reversal Gas isn't active. Lastly, he counters most attacks (magical and physical) with Sleeping Gas.

When Reversal Gas is active, hit Lugaeborg with Curaga, Cura, and even restorative items like Hi-Potion and Elixir (if you want to end the fight in a hurry). Use Rydia's Black Magic on the party for healing. When Reversal Gas is turned off, hit Lugaeborg with Thunder-based spells and attacks and heal normally.

Lugaeborg drops **Lugae's Key**. Return with it to B9 and the locked door. Before heading inside, remove any valuable items from Yang and check to see if you gave him two augments earlier; if you haven't given him two augments already, do so now! After the fight in the control room, return to the Underworld Map through B13.

After more than one close call, everyone ends up on the Overworld map near Agart. Fly back to Baron and go to the castle and speak with Cid's assistants in the eastern courtyard. When they complete their modifications, fly to the hovercraft, pick it up and fly to the island in the southwest corner of the Overworld map.

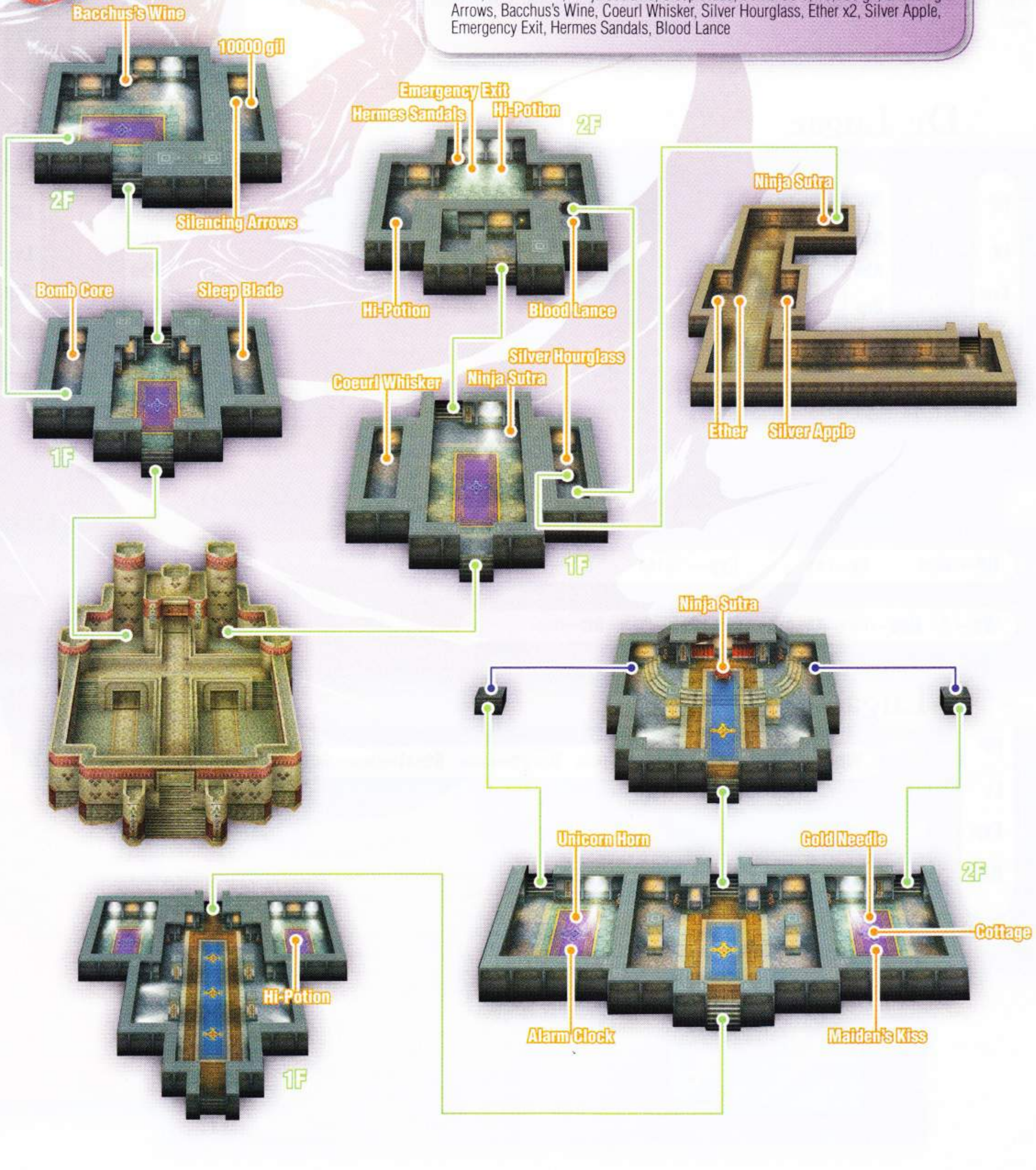


Obtained Lugae's Key.

ALM's Love 1
Recall 1
Draw Attacks 1
Bardsong 1
Last Stand 1
Lugae's Key 1

Eblan Castle

Items Found: Hi-Potion x3, Gold Needle, Cottage, Maiden's Kiss, Unicorn Horn, Alarm Clock, Ninja Sutra x3, Sleep Blade, Bomb Core, 10,000 gil, Silencing Arrows, Bacchus's Wine, Coeurl Whisker, Silver Hourglass, Ether x2, Silver Apple, Emergency Exit, Hermes Sandals, Blood Lance


Bacchus's Wine
10000 gil
2F
Silencing Arrows
Bomb Core
Sleep Blade
1F
Emergency Exit
Hermes Sandals
Hi-Potion
2F
Hi-Potion
Blood Lance
Silver Hourglass
Coeurl Whisker
Ninja Sutra
1F
Ninja Sutra
Ether
Silver Apple
Ninja Sutra
Unicorn Horn
Gold Needle
2F
Cottage
Alarm Clock
Maiden's Kiss
Hi-Potion
1F

Encounters in Eblan Castle and Caves

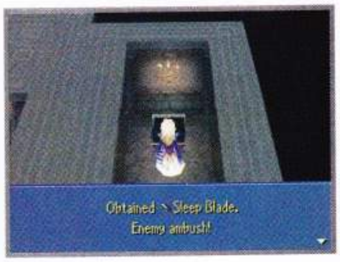
Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Skuldier	40	2512	5024	128	Fire, Holy	--	--	--	Iron Gloves (40%)
Blood Bat	40	1491	2982	77	Fire	Earth	Thunder	Potion (20%), Hi-Potion (12%)	Potion (60%)
Steel Golem	40	6630	19890	336	Ice	Earth	--	Gaia Hammer (20%), Giant's Gloves (12%)	Gaia Hammer (40%)
Coeurl	42	2015	6165	107	--	--	--	Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)	Unicorn Horn (50%)
Mad Ogre	42	6812	20436	345	--	--	--	Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)	Bacchus's Wine (50%)
Lamia	39	7480	22530	379	--	--	--	Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)	Lamia Harp (40%)

EMPTY CASTLE?

For the most part, there are no foes to fight inside Eblan Castle. There are three chests (one in each tower and another in the Cellar Passage) that are guarded by formidable enemies. The **Sleep Blade** weapon in West Tower—1F is guarded by a trio of Skuldiers and a lone Steel Golem. The **Blood Lance** weapon in East Tower—2F is guarded by Coeurl and Lamia. The **Silver Apple** in the Cellar Passage is guarded by three Mad Ogres.

There are many other chests to open, most of which are accessible via short, hidden passages, but the East Tower is a bit tricky to navigate. On 2F, hit the switch on the wall east of where the stairs are located to open the room. Use the secret passage to reach the **Blood Lance** behind the hole before dropping down into it. This hole eventually leads to the Cellar Passage, which in turn leads back to the Overworld Map.

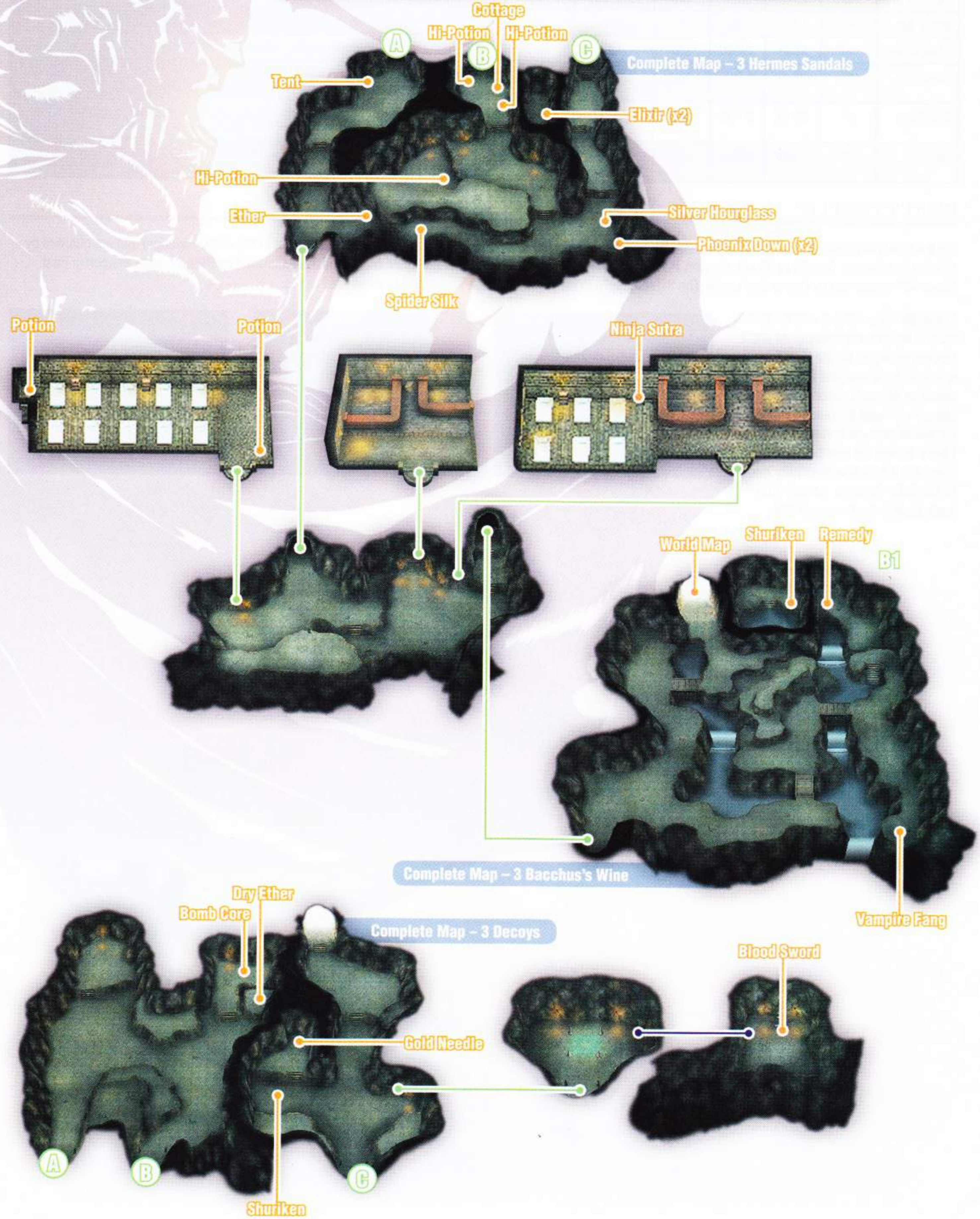
Obtained Silver Apple.
Enemy ambush!



Obtained Sleep Blade.
Enemy ambush!

Eblan

Items Found: Shuriken x2, Remedy, Vampire Fang, Ninja Sutra, Potion x2, Ether, Hi-Potion x3, Elixir x2, Spider Silk, Silver Hourglass, Phoenix Down x2, Bomb Core, Gold Needle, Blood Sword, Dry Ether


Cottage
Hi-Potion
Hi-Potion
A
B
C
Complete Map – 3 Hermes Sandals
Tent
Elixir (x2)
Hi-Potion
Ether
Silver Hourglass
Phoenix Down (x2)
Spider Silk
Potion
Potion
Ninja Sutra
World Map
Shuriken
Remedy
B1
Complete Map – 3 Bacchus's Wine
Vampire Fang
Dry Ether
Bomb Core
Complete Map – 3 Decoys
Blood Sword
Gold Needle
A
B
C
Shuriken

Inn

Cost
700 gil

Sundries

Item	Cost	Use/Effect
Gold Needle	80	Removes stone status.
Maiden's Kiss	60	Removes toad status.
Mallet	80	Removes mini status.
Diet Ration	100	Removes pig status.
Echo Herbs	50	Removes silence status.
Eye Drops	30	Removes blind status.
Antidote	40	Removes poison status.
Cross	100	Removes curse status.

Nothing here should be an upgrade, unless you missed some chests inside the Tower of Babil. You can likely skip any purchases here, outside of the Sundries shop.

WHAT TO BUY

Armorer

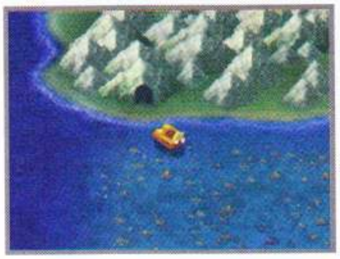
Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Ice Shield	10,000	3	30	2	2	Halves: Fire
Ice Armor	25,000	17	4	2	Halves: Fire	--
Black Robe	10,000	8	10	7	7	--

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Power Staff	2000	20	100	Strength +8, Spirit +4. May inflict berserk status.
Icebrand	26,000	75	90	Element: Ice
Ice Lance	21,000	77	80	Element: Ice
Kunai	4000	35	100	Speed +1
Boomerang	3000	30	90	Speed +2
Killer Bow	3000	40	75	Speed +4
Poison Arrows	1000	20	80	May inflict poison status.
Shuriken	650	50	110	Can only be thrown.

FORCED UNDERGROUND

Use the hovercraft to skim across the shallow water west from Eblan Castle. The initial area has a few chests and random encounters. The people who escaped the attack on Eblan occupy the next room as well as most of the rooms attached to it. There are no enemy encounters here, but there are shops and an Inn. After visiting with everyone, proceed to the next area. According to the guards next to it, it leads to the Tower of Babil.

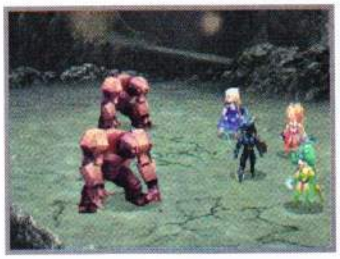


We are the proud people of Eblan.

THE PATH TO THE TOWER

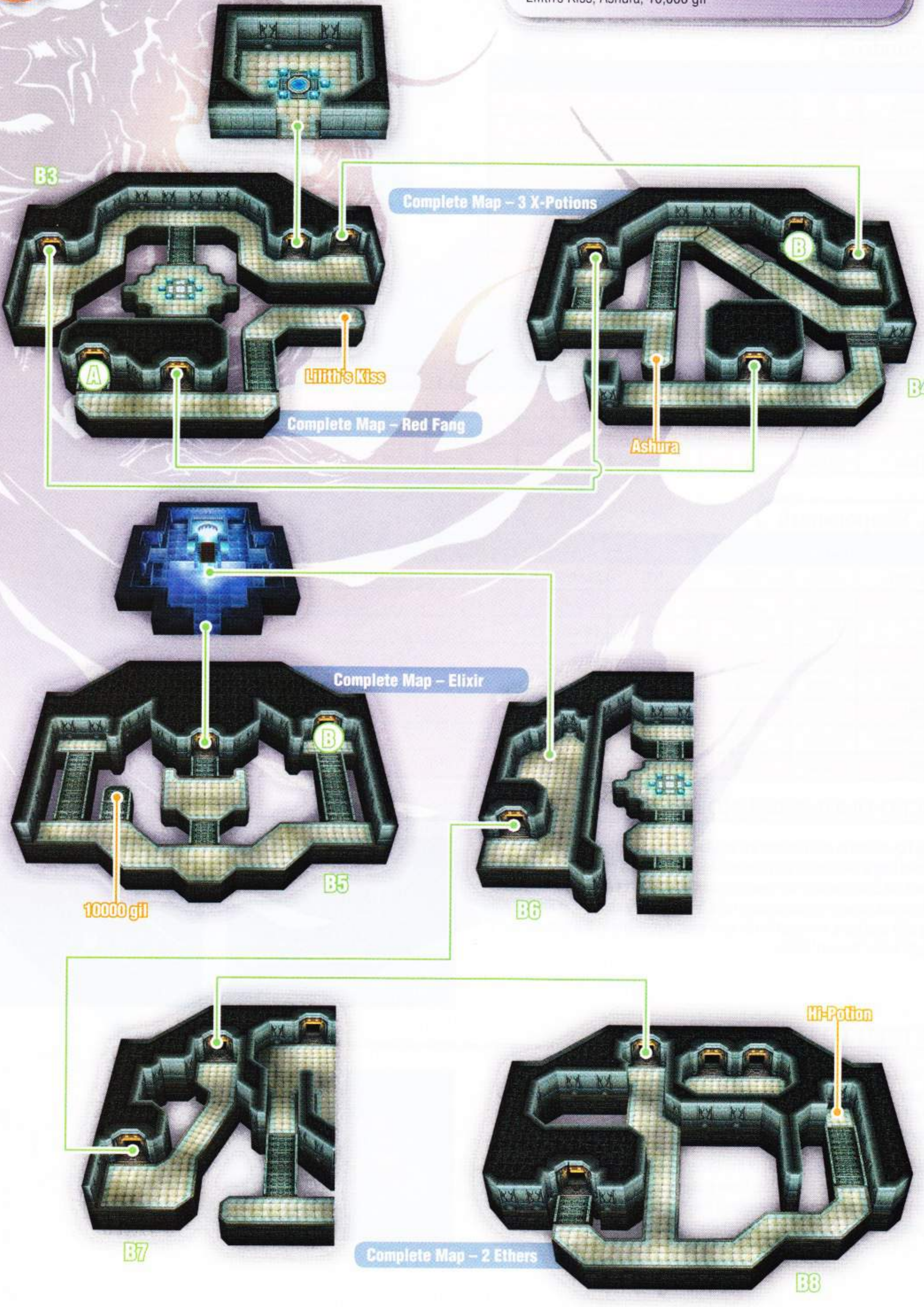
There are several downed soldiers in the area, but they can still speak. The First Passage and Second Passage connect through several cave mouths, so you won't be able to clear the maps until you switch back and forth between passages a few times.

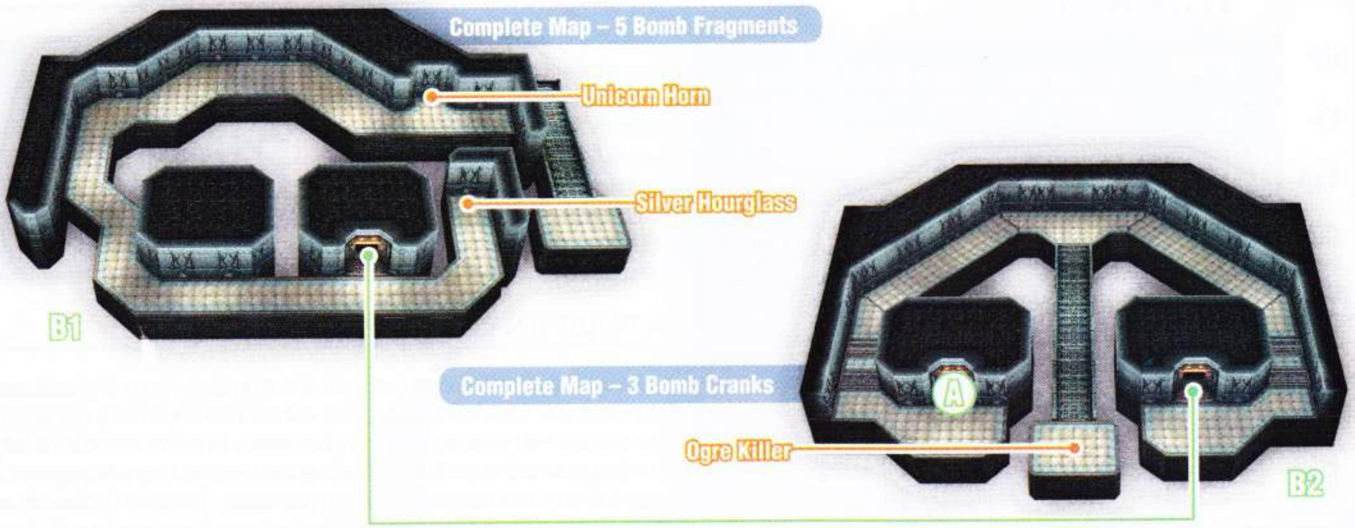
The door in the southeast corner of the Second Passage leads to a room with a Save Point and a chest. Two Steel Golems defend the **Blood Sword** located inside. In the northeast corner of the map, Edge and Rubicante trade pleasantries, then begin to fight. After the battle ends, Edge joins your party.



Tower of Babil

Items Found: Unicorn Horn, Silver Hourglass, Ogrekiller, Lilith's Kiss, Ashura, 10,000 gil


B3
Complete Map – 3 X-Potions
B
Lilith's Kiss
A
Complete Map – Red Fang
B4
Ashura
Complete Map – Elixir
B
10000 gil
B5
B6
B7
Hi-Potion
Complete Map – 2 Ethers
B8



More Encounters in the Tower of Babil

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Flame Knight	45	2851	8553	147	Ice, Water	--	Fire	Flame Lance (20%), Flame Sword (12%), Flame Shield (5%), Flame Armor (0.4%)	Flame Lance (40%)
White Mousse	43	1012	2222	58	Ice	--	--	Potion (20%), Hi-Potion (12%), X-Potion (0.4%)	Potion (20%)
Medusa	37	2612	5284	134	--	--	--	Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)	Gold Needle (60%)
Mystery Egg	44	10000	1	1	--	--	Absorbs all	--	--
Sorcerer	41	1700	3598	92	--	--	--	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)
Lamia Matriarch	46	3781	11433	195	--	--	--	Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)	Lamia Harp (40%)
Mythril Golem	47	9869	29607	498	--	Earth	--	Mythril Knife (20%), Mythril Shield (12%), Mythril Armor (5%), Mythril Sword (0.4%)	Mythril Knife (40%)
Storm Anima	40	4760	9560	241	Holy	--	Thunder	Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)	Thunder Arrows (40%)
Ghost Knight	40	3571	7142	181	Holy	--	--	Tent (20%), Cottage (12%)	Tent (60%)
Balloon	39	2624	5248	133	--	--	--	Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)	Bomb Fragment (50%)
Green Dragon	44	17000	68120	858	--	--	--	Blue Fang (20%), Siren (12%), Silver Apple (5%), Green Tail (0.4%)	Blue Fang (50%)

WHO NEEDS DOORS?

After Edge demonstrates the power of Ninjutsu, the party automatically returns inside the Tower of Babil, this time starting from the top. There are a few items to collect, including the **Ogrekiller,** which is found on the south side Tower of Babil—B2 and guarded by a trio of Mad Ogres.

The remainder of the journey through the Tower of Babil should be relatively uneventful, outside of random encounters and the Save Point on B3. On B5, however, things take a turn for the worse. Don't take the first north pathway on B5 until after the rest of the floor is opened. When you're ready, proceed forward to face the final elemental archfiend and fight a heart-wrenching battle for Edge.

The fight against Edge's altered parents is not a true boss battle, but more of a timed event. Don't waste any items, but don't worry about burning through MP (although you could defend the entire fight and it still won't change the outcome). Between fights, Edge learns Flood and Blitz and Rubicante restores MP and HP before your fight against him.

Obtained Ogrekiller.
Enemy ambush!

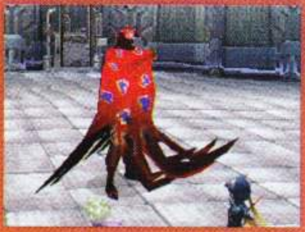
Obtained Ashura.

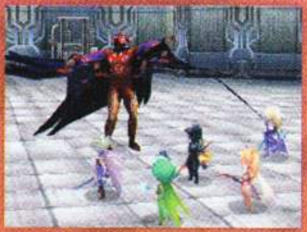
Rubicante

HP	24000
Lv	42
Exp	120000
Gil	13000
Wk	◆ 💧
Res	None
Abs	🔥
Susc. to	Slow, Sap

To know how to attack Rubicante, simply watch his cloak. When his cloak is open, use Ice-based attacks; when it's closed, Ice-based attacks heal him. He uses Counter: Fira in response to most attacks, although it doesn't inflict much damage. However, he also uses the powerful Inferno, which is capable of devastating the entire party. Against Summons, Rubicante uses Counter: Blizzara to heal himself when his cloak is closed.

Cover the party with Shell first followed by Protect, then hit Rubicante with Slow. Have Rydia summon Shiva and let Edge unleash Flood. Defend with Kain for now; you don't want to attack with him (it results in the party being hit with Fira), and don't perform Jump until Kain is protected by Shell. While Rubicante's cloak remains open, keep hitting him with Shiva, Flood and Jump. When his cloak closes, make sure to revive anyone who was wiped out by Inferno, heal up, and reapply Shell to the party. Rubicante doesn't act as often while swathed in his cloak, so you do catch a break here.





YOUR NEW WINGS

Advance to the Crystal Room and move toward the crystals in the back. However, a trapdoor returns the party back to Tower of Babil—B6. You must reach B8 to exit the tower. Complete the remaining maps of the Tower of Babil before you reach the final exit on B8. When you're finished, return to the Dwarven Castle.

DWARVEN CASTLE

First, go to the Throne Room and speak with King Giott. After a brief exchange, he hands over **Luca's Necklace**. Next, visit the Infirmary to check on Cid. After he modifies the Falcon so that it can fly anywhere, he leaves behind the **Analyze augment** as well as the **Adrenaline augment** and the **Upgrade augment,** depending on how many augments you gave to him. The entire Underworld map is now open, so take some time to explore before venturing into the next dungeon.

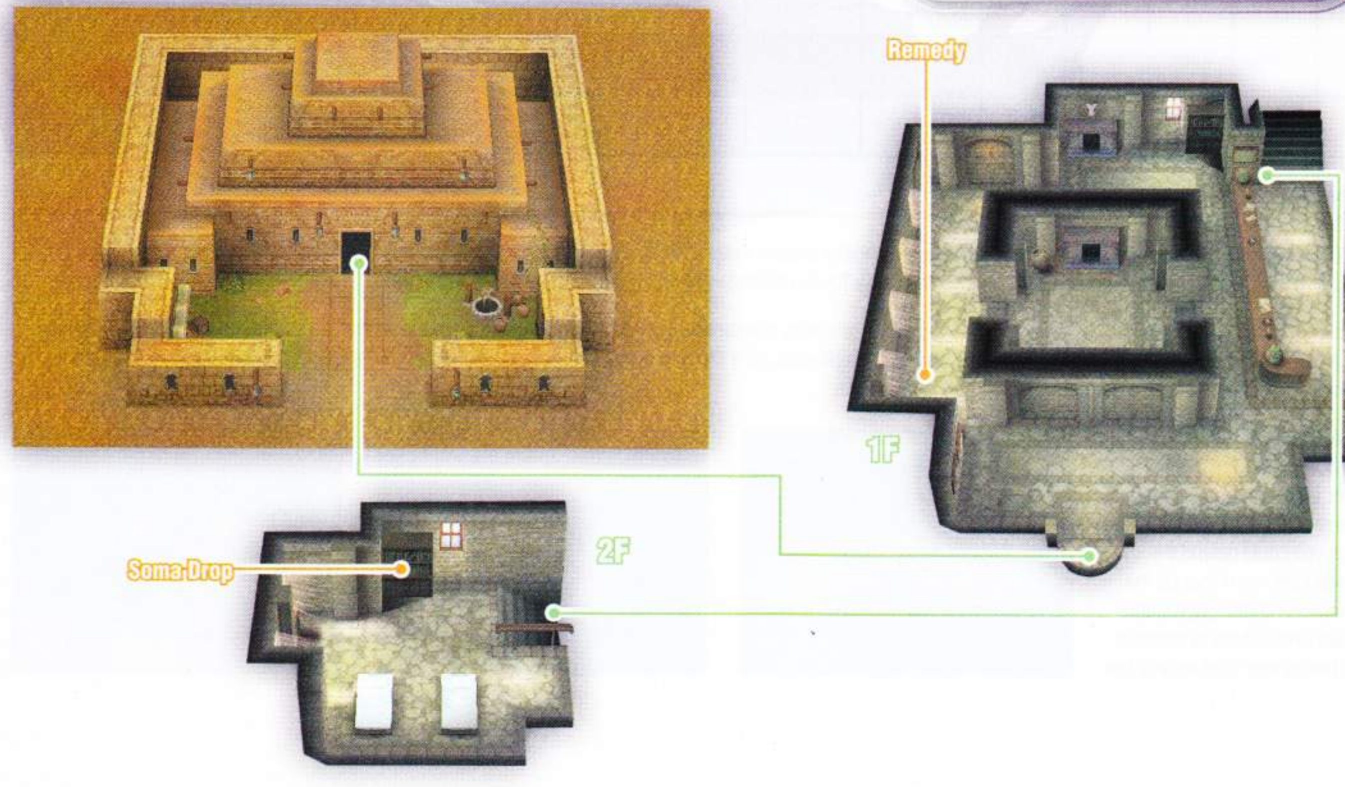
Obtained Luca's Necklace.

ANALYZE, ADRENALINE, UPGRADE AUGMENTS

The augments from Cid don't provide much value unless you plan to let characters get close to being KO'ed to get the boost from Adrenaline. To get the most out of them, give them to Fusoya when he joins the party.

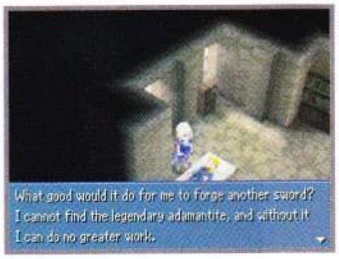
Kokkol's Forge

Items Found: Remedy, Soma Drop



A MASTER SMITH

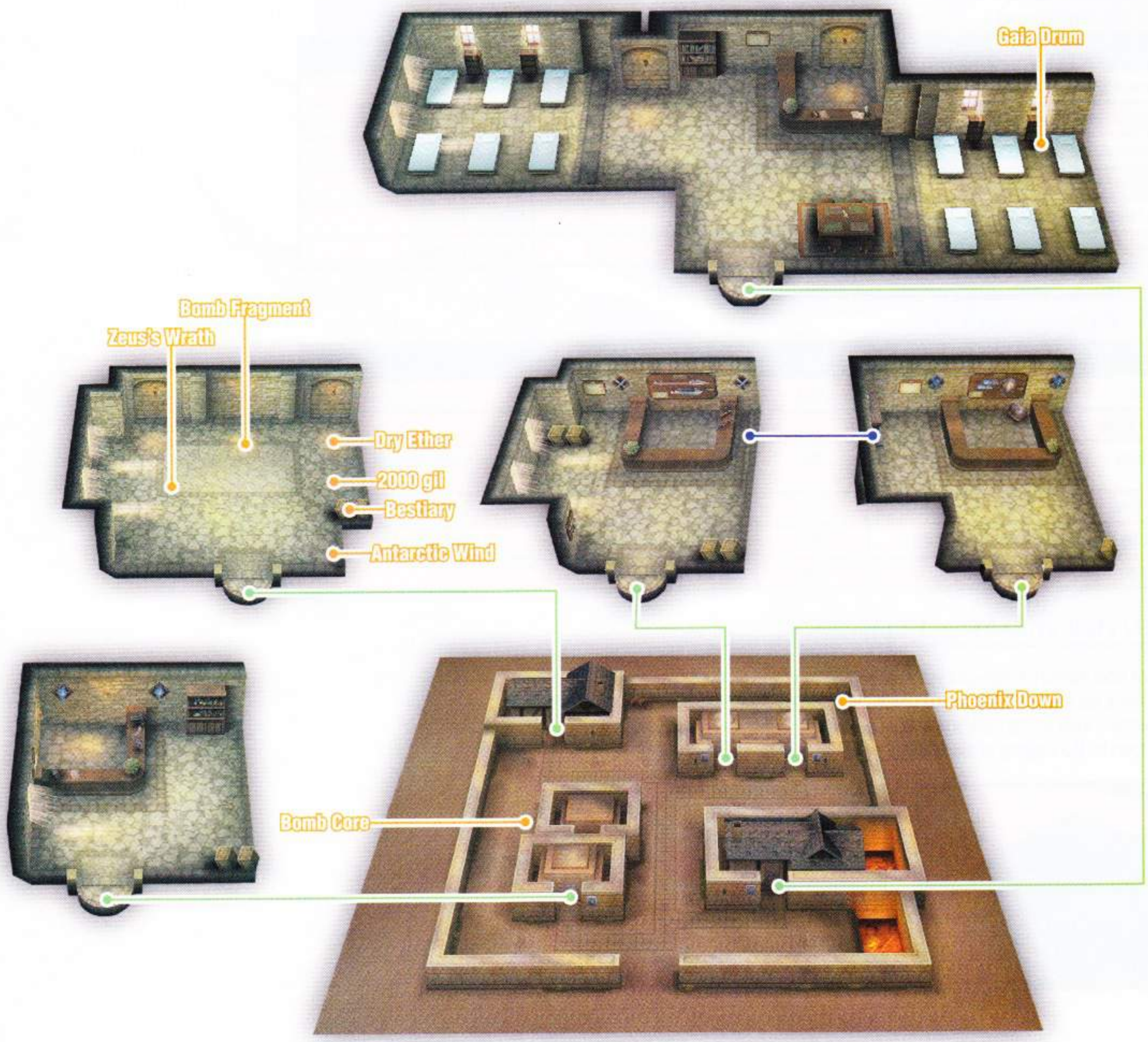
The small building directly south of the Dwarven Castle is the home of Kokkol, a master smith who has fallen on hard times. Speak with the sleeping man on his cot to learn what's wrong. There's not much else to do here after you grab the **Remedy** and **Soma Drop,** but make a point to remember this location and continue exploring the Underworld.



What good would it do for me to forge another sword? I cannot find the legendary adamantite, and without it I can do no greater work.

Tomra

Items Found: Bomb Core, Phoenix Down, Gaia Drum, Zeus's Wrath, Bomb Fragment, Dry Ether, 2000 gil, Bestiary, Antarctic Wind


Gaia Drum
Bomb Fragment
Zeus's Wrath
Dry Ether
2000 gil
Bestiary
Antarctic Wind
Phoenix Down
Bomb Core

Inn

Cost
300 gil

Sundries

Item	Cost	Use/Effect
Gaia Drum	3000	Casts Quake.
Stardust	4800	Casts Comet.
Lilith's Kiss	1200	Casts Osmose.
Vampire Fang	550	Casts Drain.
Spider Silk	1000	Casts Slow.
Silent Bell	1000	Casts Silence.
Bronze Hourglass	7200	Casts short-lasting Stop.

WHAT TO BUY

Vist the Weaponsmith and purchase a Chain Whip for Rydia and an Ashura for Edge. The Armorer's Diamond Armlet is a nice boost for Edge, too. The Diamond defensive gear pieces are all upgrades for Cecil and Kain, so consider purchasing them. On the other hand, if you keep one piece each of Flame, Ice and Diamond gear on them, they're protected from three different elemental types. If this is a viable option, buy only Diamond Helms or Diamond Gloves for the duo.

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Diamond Shield	15,000	4	32	2	3	Halves: Thunder
Diamond Helm	10,000	9	--	2	2	Halves: Thunder
Diamond Armor	30,000	19	--	4	2	Halves: Thunder
Diamond Gloves	5000	7	--	3	3	Halves: Thunder
Gold Hairpin	20,000	7	10	10	9	Halves: Thunder
Diamond Armlet	4000	6	10	8	6	Halves: Thunder

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Ashura	7000	40	100	Speed +2
Chain Whip	6000	70	85	Speed +2, May inflict paralyze status.
Ogrekiller	25,000	90	95	Strength +6, Speed -3, Stamina +6, Intellect -3, Spirit –3. Deals extra damage to giants.
Killer Bow	3000	40	75	Speed +4
Silencing Arrows	1000	20	80	May inflict silence status.
Shuriken	650	50	100	Can only be thrown.

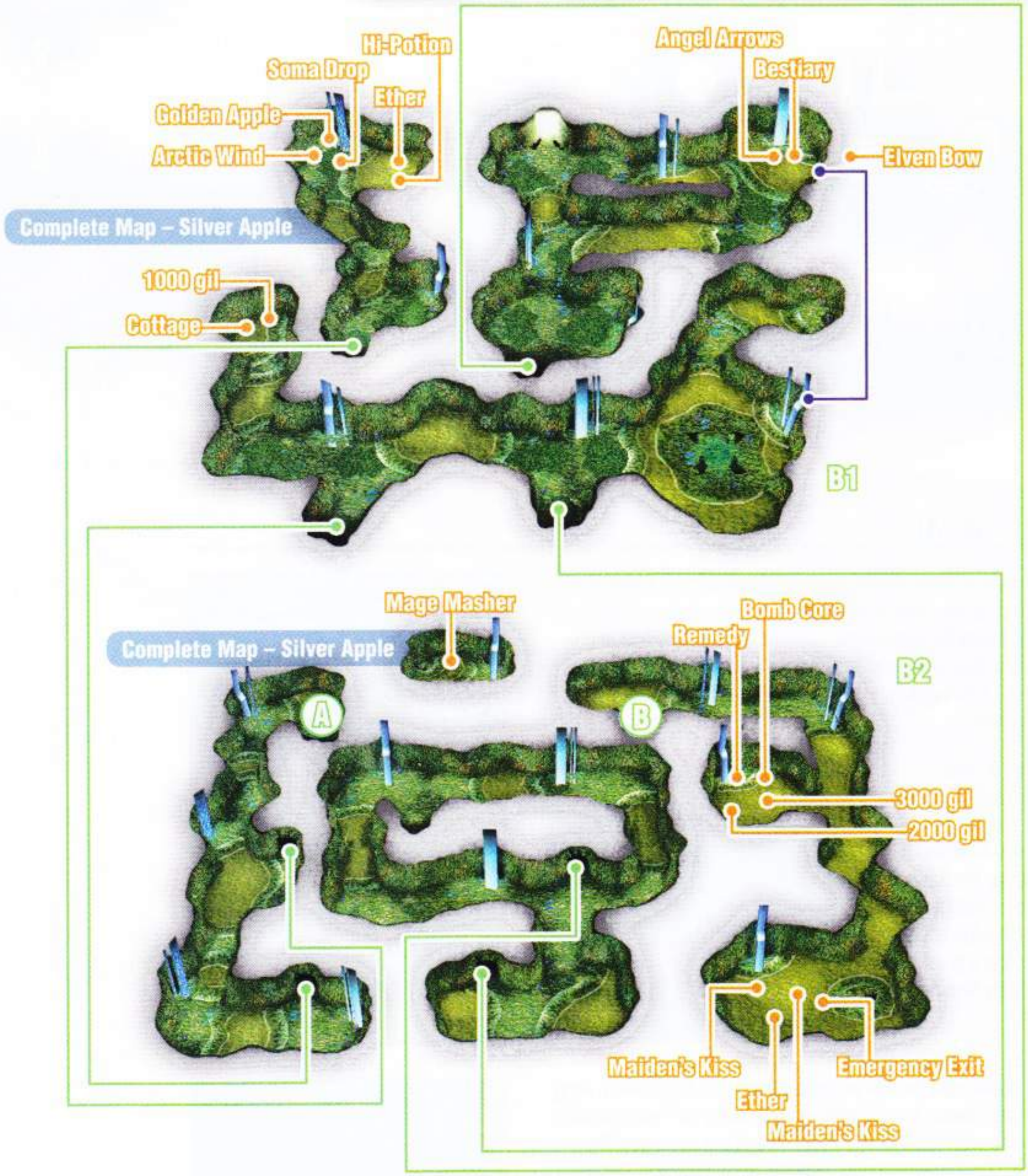
ANOTHER DWARF SETTLEMENT

Fly west from Kokkol's Forge until you spot another structure on the Underworld Map. This is the town of Tomra, home of friendly dwarves. They happily offer the items around town for the party's use. Check the home in the northwest corner of the town for the majority of these items.

You must have traveled a long way. Go on, take whatever you'd like as a souvenir!

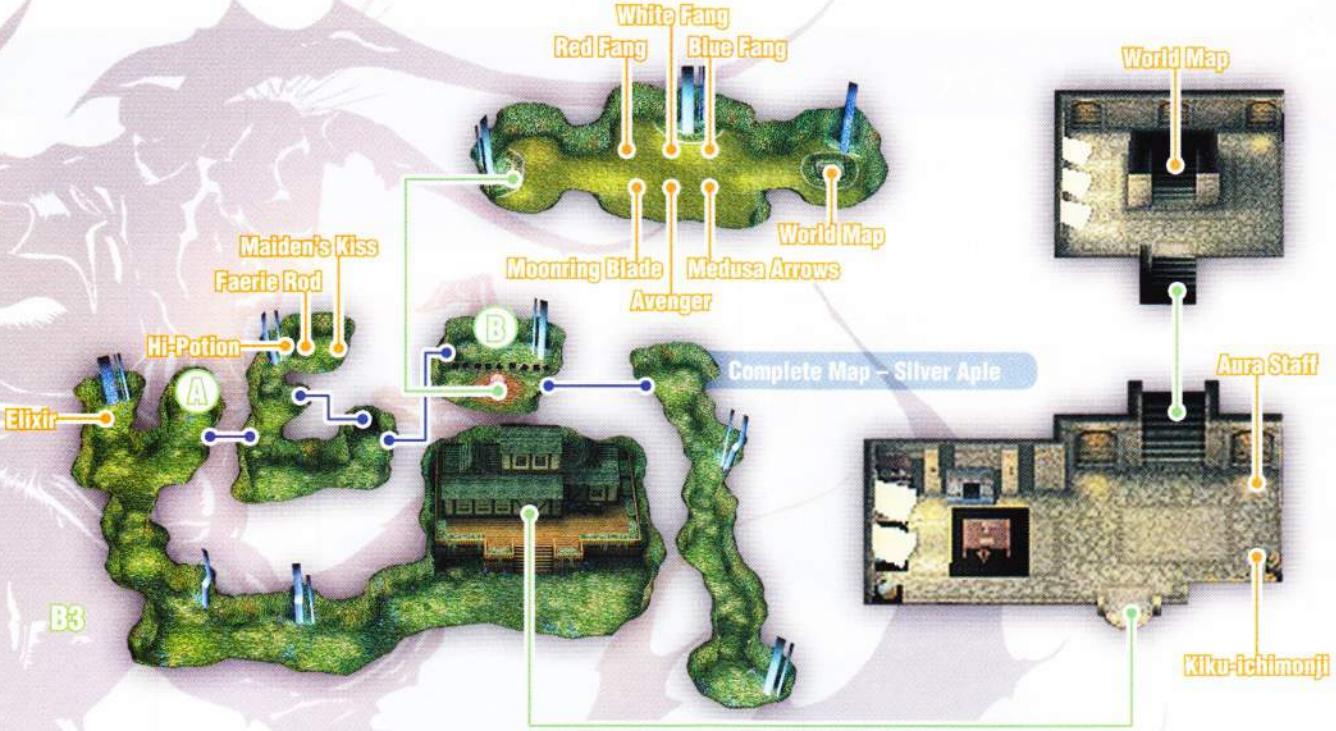
Sylph Cave

Items Found: Angel Arrows, Bestiary, Elven Bow, Arctic Wind, Golden Apple, Soma Drop, Ether, Hi-Potion x2, Mage Masher, Remedy, Bomb Core, 5000 gil, Elixir, Aura Staff, Kiku-ichimonji, Faerie Rod, Maiden's Kiss, Red Fang, White Fang, Blue Fang, Moonring Blade, Avenger, Medusa Arrows


Hi-Potion
Soma Drop
Ether
Golden Apple
Arctic Wind
Angel Arrows
Bestiary
Elven Bow
Complete Map – Silver Apple
1000 gil
Cottage
B1
Mage Masher
Bomb Core
Remedy
Complete Map – Silver Apple
B2
A
B
3000 gil
2000 gil
Maiden's Kiss
Emergency Exit
Ether
Maiden's Kiss

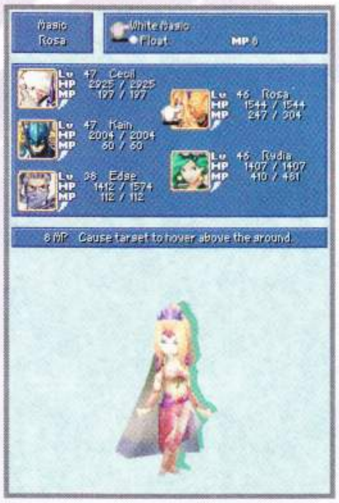
Encounters in the Sylph Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Bog Witch	52	5211	10620	268	--	--	--	Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)	Maiden's Kiss (60%)
Bog Toad	56	1600	3200	83	Ice	--	--	Maiden's Kiss (20%)	Maiden's Kiss (60%)
Evil Dreamer	51	4721	9502	240	--	--	Fire	Potion (20%), Cursed Ring (5%)	Potion (60%)
Elder Treant	62	6715	13430	339	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Malboro	50	7140	14280	360	Fire	--	--	Remedy (20%), Bacchus's Wine (12%), Yoichi Arrows (5%), Soma Drop (0.4%)	Remedy (60%)


White Fang
Red Fang
Blue Fang
World Map
World Map
Maiden's Kiss
Faerie Rod
Moonring Blade
Medusa Arrows
Avenger
Hi-Potion
B
A
Elixir
Complete Map – Silver Aple
Aura Staff
B3
Kiku-ichimonji

SOME CALL IT HOME

The cave entrance in the northwest corner of the Underworld map leads to the Sylph Cave. Don't attempt to navigate its dangerous floors until Rosa learns Float. The watery green areas throughout the cave cause damage with every step. The spell fades when the party moves to a new floor, so remember to reapply Float every time. Unfortunately, each floor is divided into smaller parts, so you must cast Float often.


Magic
Rosa
White Magic
Float
MP 8
Lv 47 Cecil
HP 2925 / 2925
MP 197 / 197
Lv 46 Rosa
HP 1544 / 1544
MP 247 / 304
Lv 47 Kain
HP 2004 / 2004
MP 60 / 60
Lv 46 Rydia
HP 1407 / 1407
MP 410 / 461
Lv 38 Edge
HP 1412 / 1574
MP 112 / 112

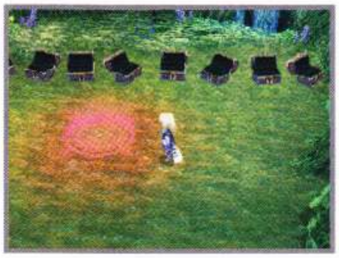
8 MP Cause target to hover above the ground.

On the initial floor, there's a chest tucked away on a hidden path. The only way to reach this chest and get the **Elven Bow** is to approach from below, starting at the alcove above the Save Point. The other chest is accessible via a hidden path at the north edge of B2. Be careful: a Bog Witch and a group of Bog Toads guard the **Mage Masher** located inside the chest.

There is a house in the southeast portion of Sylph Cave—B3. Yang, who's lying on the bed in the first room, doesn't respond to anyone since he's unconscious. Grab the items from the house and, if you're ready to exit the cave, use the stairway on the top floor. Don't leave, though, until the party raids the Sylphs' Cache!

SYLPHS' CACHE

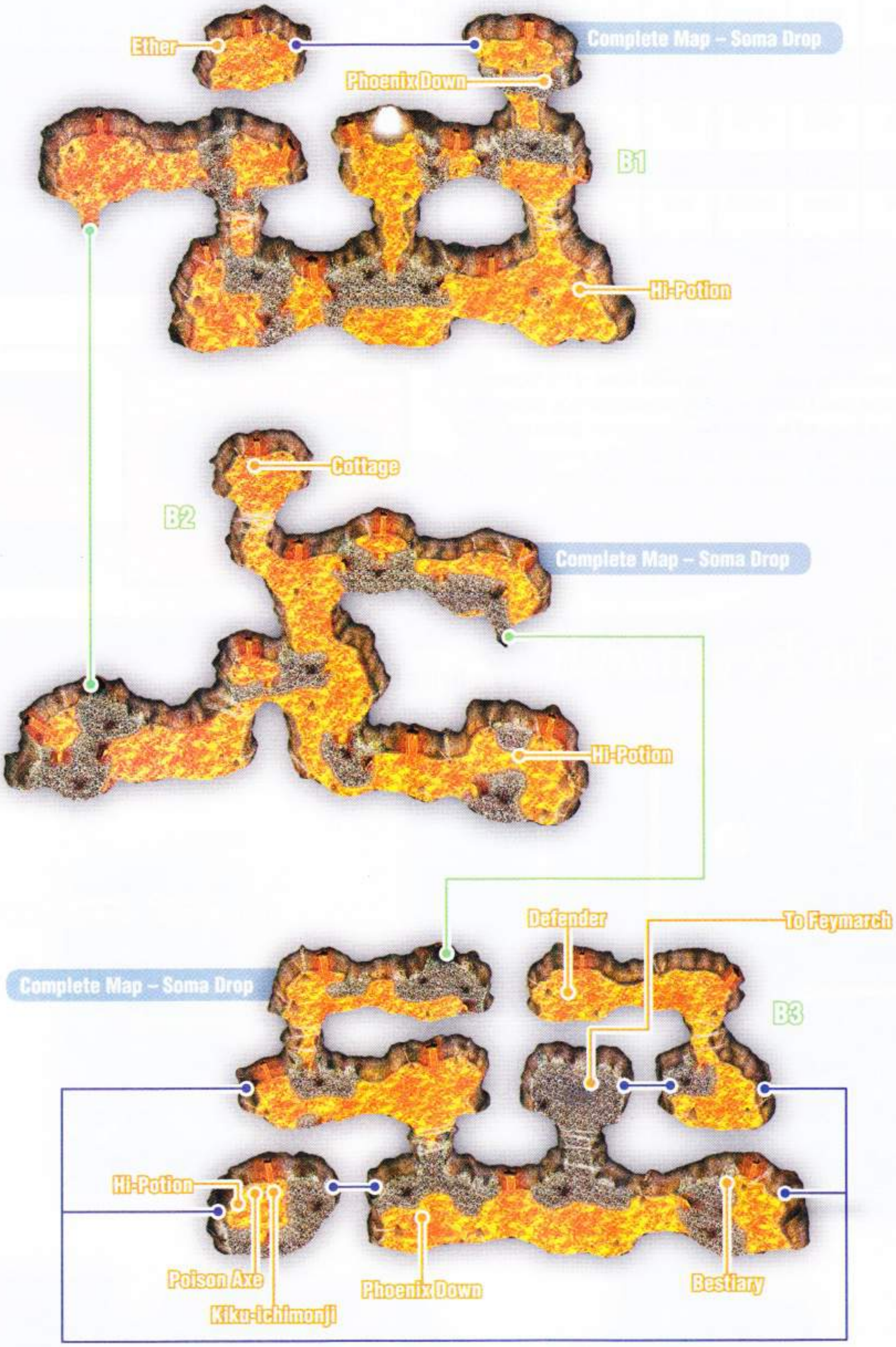
To reach the Sylphs' Cache, drop down the hole near the chest with the **Emergency Exit** on B2. Go north on the next level, cut through the hidden passage, then step on the red circle. There are six chests here, all of which are guarded. The **Red Fang**, **White Fang**, and **Blue Fang** are each guarded by four Evil Dreamers. The **Moonring Blade** is guarded by two Elder Treants and one Malboro. Two Malboros guard the **Avenger**, while **Medusa Arrows** have Tunnelers watching over them. After collecting everything, take the ladder back to the surface world.



Obtained Avenger.
Enemy ambush!

Passage of the Eidolons

Items Found: Phoenix Down x2, Ether, Hi-Potion x3, Cottage, Poison Axe, Kiku-ichimonji, Bestiary, Defender

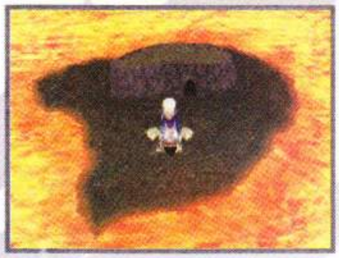

Ether
Complete Map – Soma Drop
Phoenix Down
B1
Hi-Potion
Cottage
B2
Complete Map – Soma Drop
Hi-Potion
Defender
To Feymarch
Complete Map – Soma Drop
B3
Hi-Potion
Poison Axe
Kiku-ichimonji
Phoenix Down
Bestiary

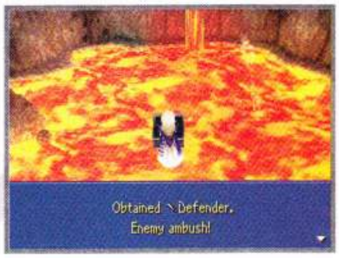
Encounters in Passage of the Eidolons

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Arachne	58	6205	12410	313	Ice	--	--	Spider Silk (20%), Gaia Drum (12%), Siren (5%)	Spider Silk (50%)
Fell Knight	53	4930	9860	249	--	--	--	Tent (20%), Cottage (12%)	Tent (60%)
Imp	50	5910	11820	298	Holy	--	--	Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)	Silent Bell (50%)
Summoner	51	6120	12438	314	--	--	--	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)
Blood Eye	50	4090	8180	207	--	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Belphegor	53	3740	7540	191	Holy	Earth	--	Potion (20%), Cursed Ring (12%)	Potion (60%)
Thunder Dragon	54	12920	26038	654	--	Earth	Thunder	Heavenly Wrath (20%), Gold Hairpin (12%), Gold Hourglass (5%), Blue Tail (0.4%)	Heavenly Wrath (50%)
Nagaraja	45	4490	9178	232	--	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)

A PORTAL TO A PEACEFUL PLACE

The island in the center of the Underworld map is the home of the Eidolons. Just as with Sylph Cave, cast Float on everyone to avoid damage caused by lava floors. There are a few good weapons here and only the **Defender** on B3 is guarded; defeat the two Fell Knights and Imp to claim this weapon. The blue teleporter in the center of the Passage of the Eidolons leads to the Feymarch.

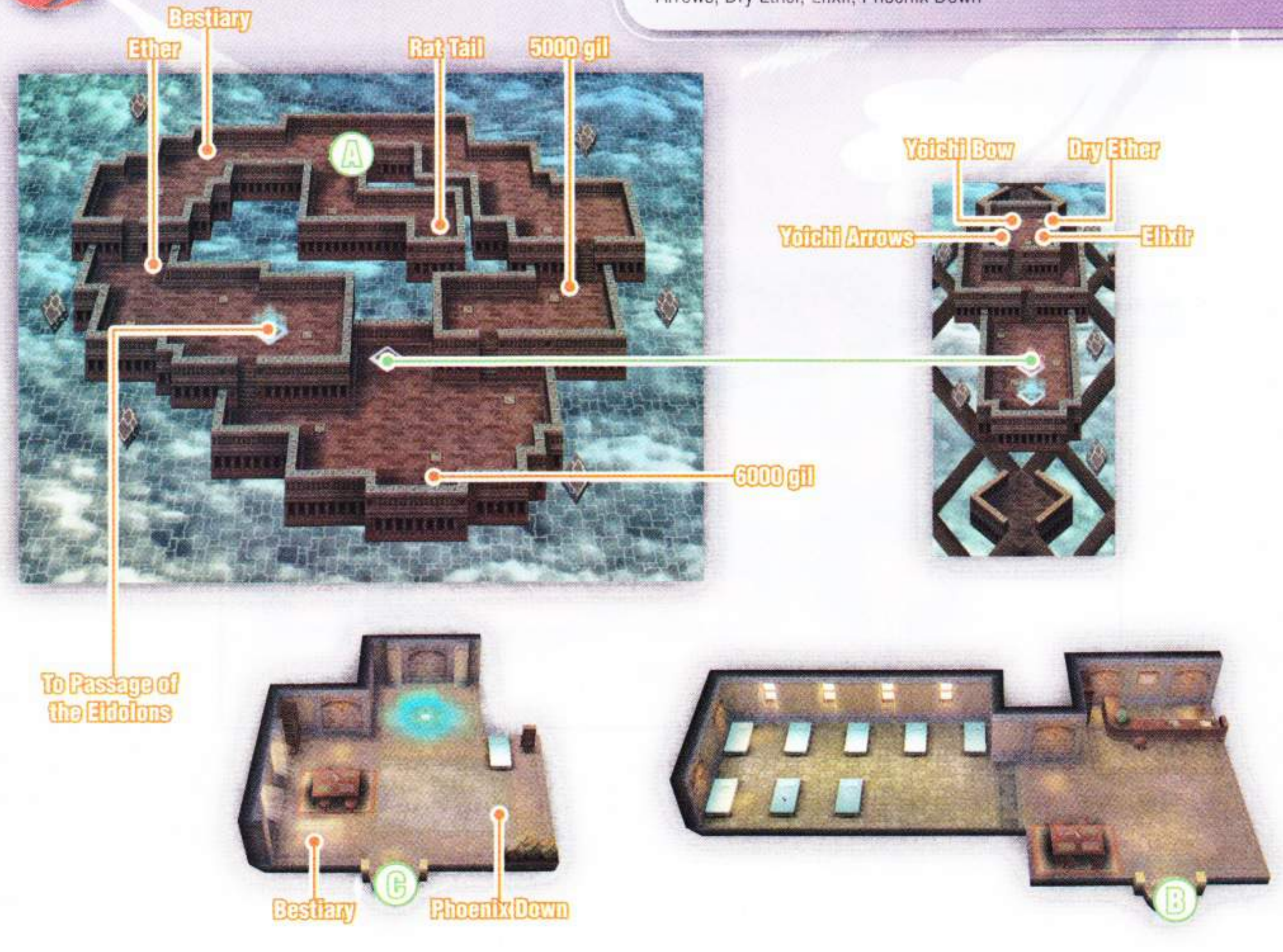


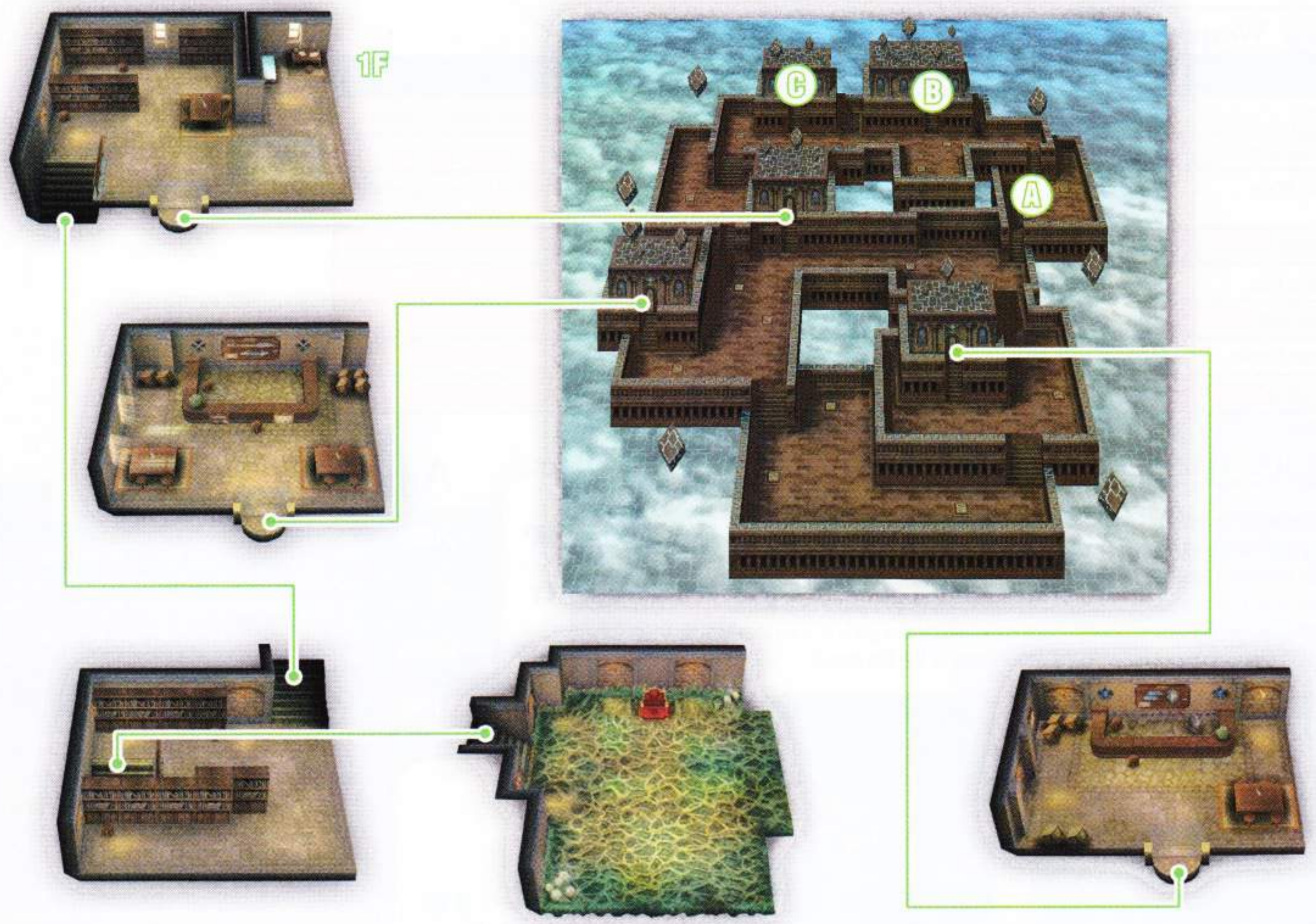


Obtained Defender.
Enemy ambush!

The Feymarch

Items Found: Ether, Bestiary x2, Rat Tail, 11,000 gil, Yoichi Bow, Yoichi Arrows, Dry Ether, Elixir, Phoenix Down





Inn

Cost
1200 gil

Sundries

Item	Cost	Use/Effect
Holy Curtain	3800	Casts Reflect.
Decoy	4800	Casts Blink.
Hermes Sandals	4800	Casts Haste.
Bacchus's Wine	3800	Casts Berserk.
Silver Hourglass	9800	Casts Stop.
Ether	10,000	Restores 50 MP.

WHAT TO BUY

Purchase the Aegis Shield for Cecil, as it blocks most status effects and makes him much more effective whether he's using Cover or the Draw Attacks augment. A Luminous Robe is a good upgrade for Rosa. For weapons, the Thunder Whip is a good choice for Rydia.

Armorer

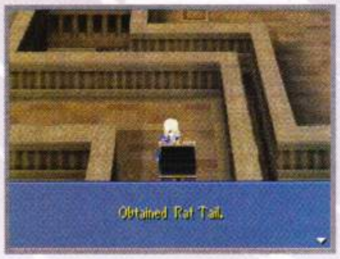
Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Aegis Shield	20,000	4	34	5	4	--
Luminous Robe	20,000	12	10	9	9	Intellect +5, Spirit +5. Halves: Thunder.

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Whip	3000	50	85	Speed +1, Intellect +1, Spirit +1. May inflict paralyze status.
Chain Whip	6000	70	85	Speed +2. May inflict paralyze status.
Blitz Whip	10,000	80	85	Speed +3, Intellect +1, Spirit +1. Element: Thunder. May inflict paralyze status.
Kotetsu	11,000	45	100	Speed +2
Faerie Rod	5000	30	80	Intellect +7
Aura Staff	7000	26	80	Spirit +2
Angel Arrows	2000	20	80	May inflict confuse status.
Shuriken	650	50	100	Can only be thrown.

RYDIA'S FORMER HOME

It's important to grab the **Rat Tail** in the first area in the center of the room. Although there's no need for it now, you definitely need it later back on the surface world. There are two teleporters other than the one that brought the party here. The one to the south leads to four chests with some nice items. Don't step into the blue teleporter here, as it returns the party to the Underworld Map! The northern one leads to the other levels of the Feymarch.


Obtained Rat Tail.

ON THE REBOUND

After defeating him as Mopingway in the Lali-ho Pub, Namingway appears outside of Whyt's home and goes by the name of Lovingway. Give him the four-letter name of someone special and he moves along to his next destination.

Visit Whyt's house, as it has a Save Point and two chests. Speak with the Whytkin to learn more about them. Visits to the Armorer and Weaponsmith are also in order while visiting the Feymarch.

The other point of interest is the library's basement. Save at Whyt's house before heading there, though, as the two fights there lead to a considerable boost for Rydia's Summon magic. When you're ready, speak with Asura to trigger a fight.

Rydia
This is Whyt's home. That's his father over there, and his mother asleep in bed.

Asura

HP 21005

Lv 45

Exp 84416

Gil 14000

Wk
None

Res

Abs

Susc. to
Slow, Sap

Asura uses almost every White Magic spell on herself and is nearly impossible to defeat unless you cast Reflect on her. Counter: Attack, which she performs after nearly every attack against her, is devastating.

Have Cecil provide Cover for Rydia unless you have Draw Attacks active, in which case continue to defend. Have Rosa cast Reflect on Asura, then keep Blink active on Cecil. Make sure Edge and Kain continue to defend or use healing items. With Reflect in place against Asura, this fight should be won handily.

After defeating Asura, Rydia gains the ability to Summon her in battle. Return to Whyt's house and use the Save Point. Afterward, return to the basement to challenge Leviathan. Before the fight, equip the entire party with weapons that inflict Thunder-based damage and their best Magic Defense gear, especially if it mitigates Cold-based damage. Leviathan does not use any physical attacks.

Eidolon King
Will you face me, knowing what it means to do so?
Yes
No

Leviathan

HP	30000
Lv	48
Exp	150495
Gil	15000

Wk ⚡ **Res** 🔥 ● ◎ **Absorb** ◆ 💧 **Drops** None **Steal** None **Susc. to** Blind, Poison, Slow, Sap

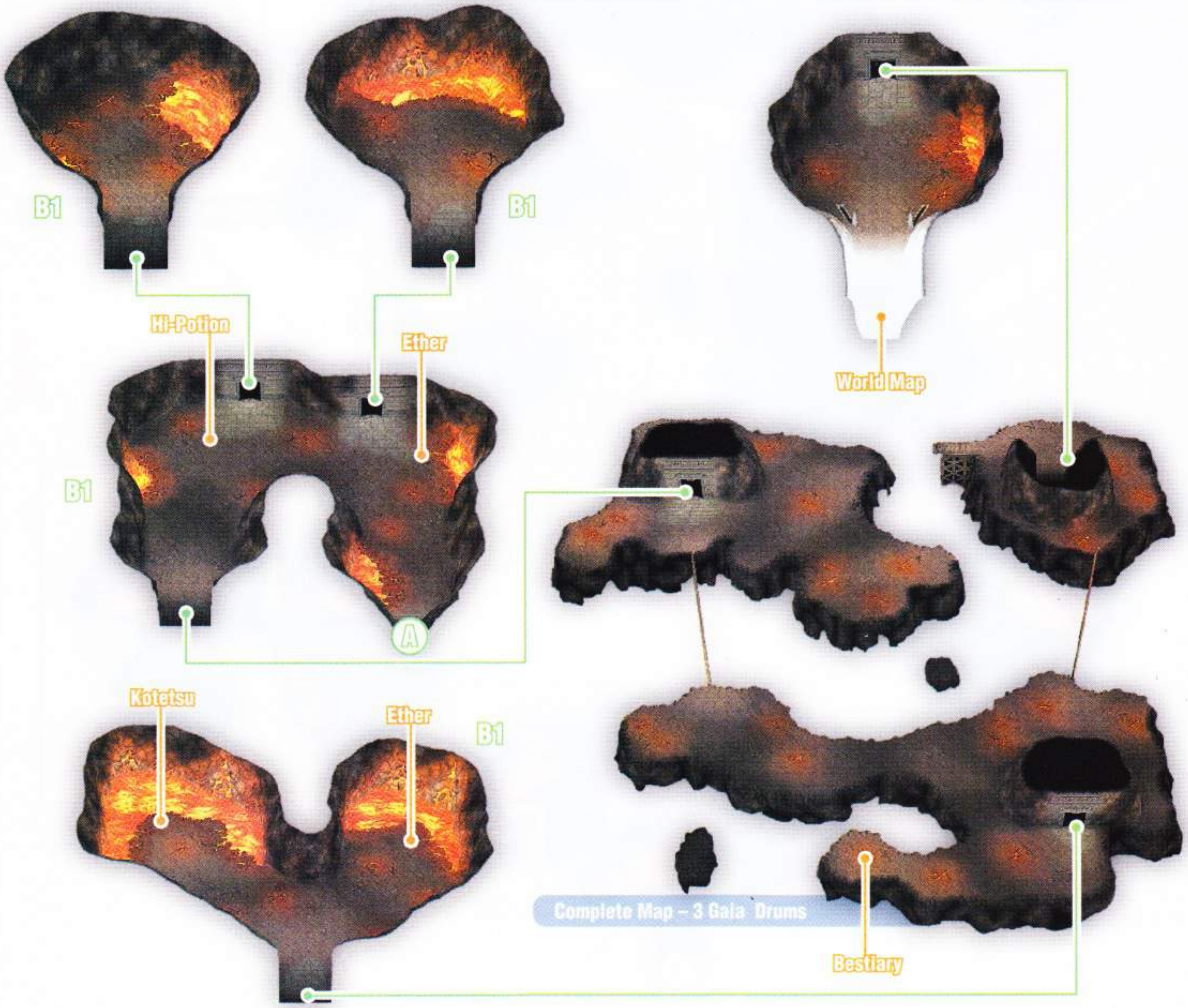
Deluge
Rydia
Summon
Black Magic
Items

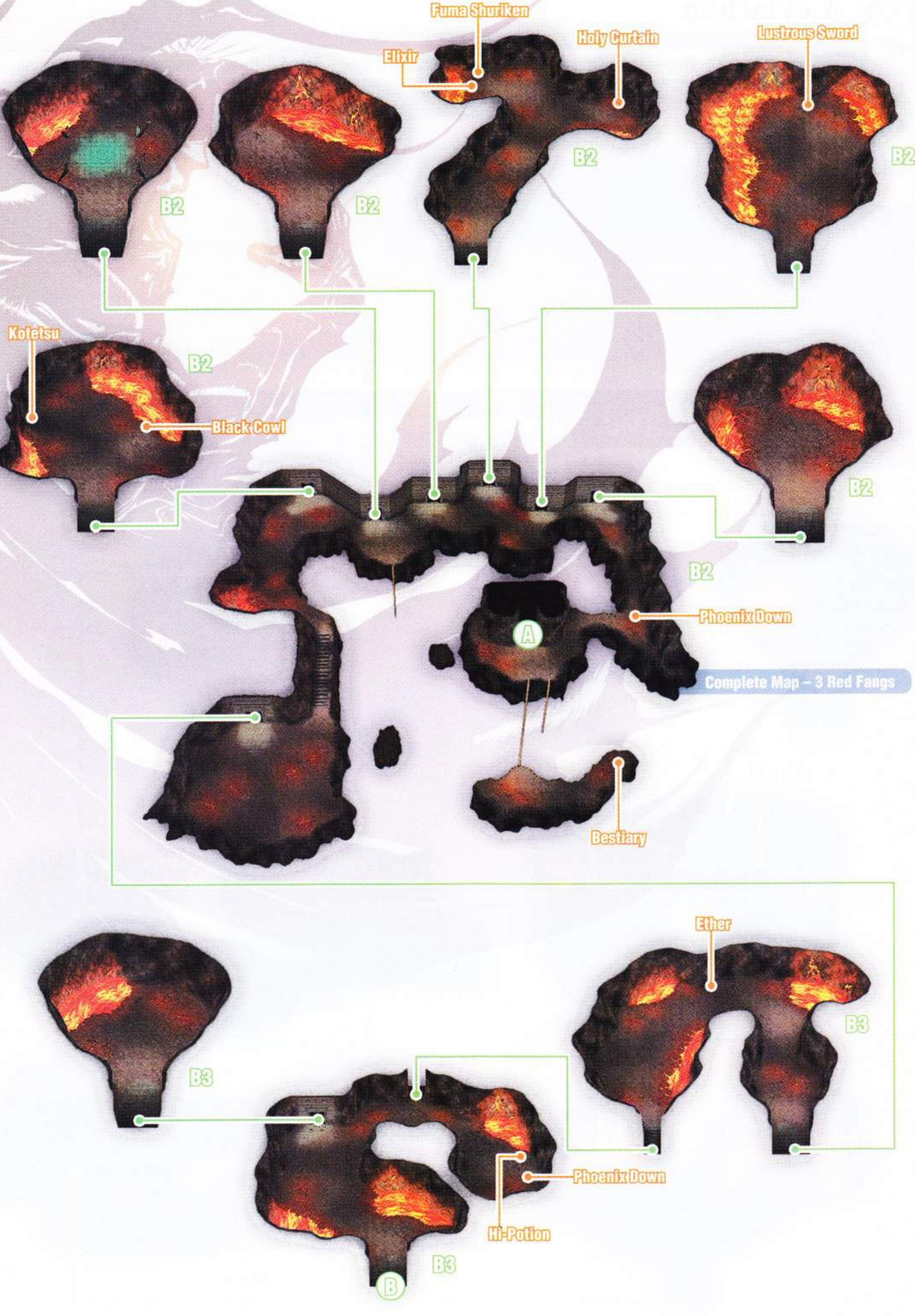
Leviathan's devastating, hit-everyone ability, Deluge, appears early in the action. For the rest of the battle, Leviathan alternates between Deluge and Blizzara on either a single target or on everyone at the same time.

After picking up the pieces of Leviathan's opening Deluge, hit him with Slow and cast Shell on everyone. Have Rydia Summon Ramuh continually (unless everyone else is knocked out) until the fight is over. After their initial Slow/Shell tasks, make sure Cecil and Rosa are kept busy healing everyone. Keep jumping with Kain, as it increases the damage he deals and usually keeps him safe from Deluge.

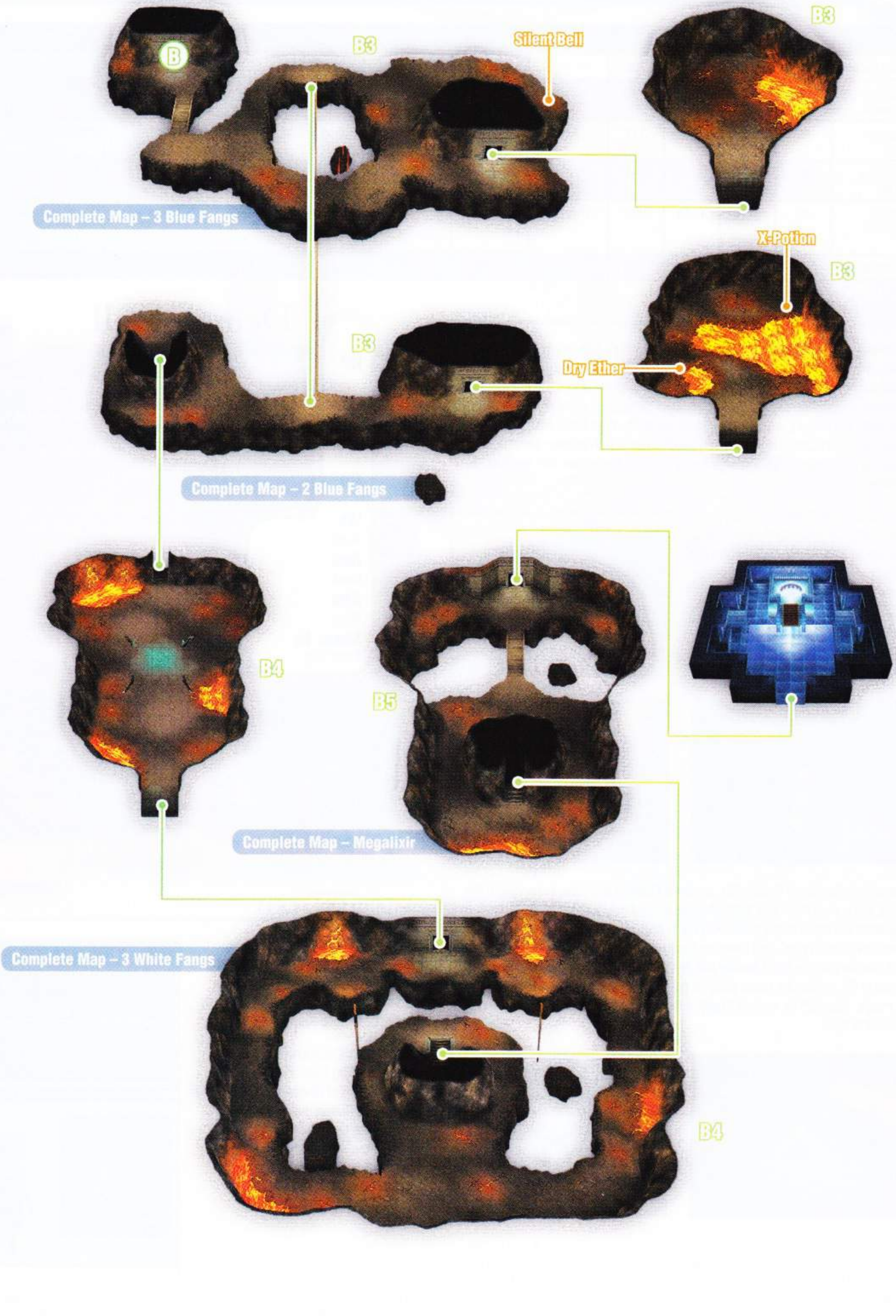
Sealed Cave

Items Found: Bestiary, Kotetsu, Ether x3, Hi-Potion x2, Bestiary, Phoenix Down x2, Lustrous Sword, Holy Curtain, Fuma Shuriken, Elixir, Kotetsu, Black Cowl, Silent Bell, Dry Ether, X-Potion


B1
B1
Hi-Potion
Ether
World Map
B1
A
Kotetsu
Ether
B1
Complete Map – 3 Gaia Drums
Bestiary


Fuma Shuriken
Elixir
Holy Curtain
Lustrous Sword
B2
B2
B2
B2
Kotetsu
B2
Black Cowl
B2
B2
Phoenix Down
A
Bestiary
Ether
B3
B3
Phoenix Down
Hi-Potion
B
B3

Complete Map – 3 Red Fangs


B
B3
Silent Bell
B3
X-Potion
B3
B3
Dry Ether
B4
B5
B4

Complete Map – 3 Blue Fangs

Complete Map – 2 Blue Fangs

Complete Map – Megalixir

Complete Map – 3 White Fangs

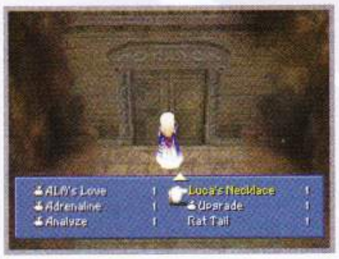
Encounters in the Sealed Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Trap Door	58	14000	28000	703	--	--	--	--	--
Yellow Dragon	58	18889	75952	958	--	--	Thunder	Blue Fang (20%), Siren (12%), Silver Apple (5%), Yellow Tail (0.4%)	Blue Fang (40%)
Vampire Bat	49	6824	13668	344	Fire	Earth	Thunder	Potion (20%), Hi-Potion (12%)	Potion (60%)
Chimera Brain	49	5780	11560	291	--	--	Fire, Ice, Thunder	Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)	Fire Arrows (40%)
Lesser Marilith	49	9190	1838	462	Thunder	--	--	Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)	Thunder Arrows (40%)
Vampiress	46	10831	21860	549	Fire, Holy	Earth	--	Vampire Fang (20%), Lilith's Kiss (12%)	Vampire Fang (50%)

TRAPPED DOORS

Fly to the central portion of the southern edge of the Underworld Map. When prompted, select Luca's Necklace to unseal the entrance. One thing to remember while clearing the Sealed Cave is that all the doors are guarded by monsters called Trap Doors. Trap Doors cast Target on a party member, then use Ninth Dimension, which is an instant-kill ability. With Draw Attacks and Aegis Shield on Cecil, he should survive this attack with relative ease; however, if you fail to defeat a Trap Door in a timely manner, it changes into another creature.

There is a Save Point on Sealed Cave—B2. Considering the number of Trap Doors you've eliminated up to this point, you should save your progress. Some sealed doors lead to empty rooms, so there's no need to eliminate every door, but if you want to gain some experience, it can't hurt to take out all of them.



There's another Save Point in B4, so use a Cottage and save here. Ignore the ropes in the next room and instead circle around the level to complete the map and enter the room in the center. Go north and enter the Crystal Chamber, claim the Dark Crystal, and head back out. Of course, escaping with the crystal isn't that simple. You must literally run through a wall to escape! Before you return to B5, switch the entire party to gear that enhances damage (Intellect for magic, Strength for melee). There is no need to worry about defense in the upcoming fight.

Demon Wall

HP 99,999

Lv 51

Exp 399,996

Gil 0

Wk
None

Res
None

Abs
None

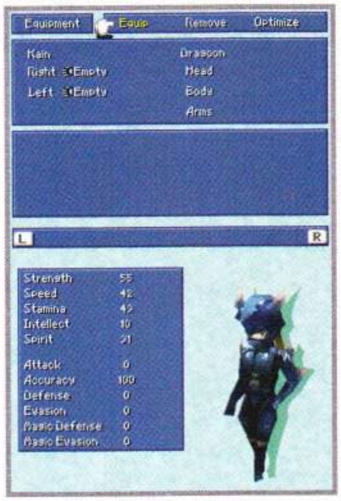
Susc. to
Slow, Sap

This battle is all about speed. You must eliminate all of Demon Wall's HP before it makes it across the room, or things will definitely get ugly in a hurry!

Cast Slow on Demon Wall immediately, then hit the entire party with Haste. Next, use either Bacchus's Wines or Berserk on Kain, Cecil, and Edge. Finally, use Rydia's most powerful Summon spell on every turn. Expect this one to be close!

ESCAPE ON FOOT

Unfortunately, both Warp and Teleport are unavailable, so the party must walk back to the surface. Just before they reach the room where you used Luca's Necklace, remove Kain's gear.



Kain
Right Empty
Left Empty
Dragoon
Head
Body
Arms

Strength	55
Speed	42
Stamina	45
Intellect	10
Spirit	21
Attack	0
Accuracy	100
Defense	0
Evasion	0
Magic Defense	0
Magic Evasion	0

Return to the Dwarven Castle and speak with King Giott. Fly to the northeast part of Underworld and press the B Button over the spout. To return to the Underworld later, press the B Button over the hole left behind from the Falcon returning to the surface.

A BRIEF INTERMISSION

The party's ultimate destination is Mysidia, but there are a few loose ends to tie up. First, fly the Falcon to the place where you left the Enterprise. Switch to the Enterprise and pick up the hovercraft and use it to return to Eblan. Next, go to the Second Passage where you first saw Edge and collect the **Inferno augment**.

INFERNO AUGMENT

Inferno reigns as one of this game's premier fire-based attacks, up there with Firaga and Ifrit. Like those spells, this one is useful against enemies vulnerable to fire, or in concert with Whirlwind (which grants foes a fire weakness). In terms of mana it's far more costly, so consider giving it to someone like Fusoya just to obtain his augments.

Pick up the hovercraft again and fly to Mythril and use it to reach the nearby island. Go inside the cave and speak with the person in the middle. When prompted, hand over the Rat Tail to receive **Adamantite** in return. When you're in the Underworld again, visit Kokkol's Forge and give the Adamantite and Mythgraven Blade to the sleeping man upstairs. There's nothing left to do here now, but you should return later after a visit or two to the moon.

Obtained Adamantite.

Go to Fabul Castle and speak with Yang's Wife in West Tower—3F. She hands over a **Frying Pan** and provides a hint about its use. The next time you're in the Underworld, return to Sylph Cave and use the Frying Pan on Yang. By doing so, Rydia learns the Summon spell Sylph and Yang hands over the **Focus augment** as well as the **Kick augment** and the **Brace augment** (depending on the number of augments he was given). Return to Yang's Wife again and hand over the Frying Pan to receive a **Knife** in return.

Obtained Frying Pan.

Obtained Kick augment.

FOCUS, KICK, & BRACE AUGMENTS

Yang's augments are a nice addition to the stock of augments. Consider giving Kick to Cecil, replacing Attack. When you stack Draw Attacks, Counter and Kick, you've found the means to destroying groups of melee-based enemies in short order. In some instances, it's best to switch back to Attack, but this trio of augments is tough to beat.

Assign Brace to anyone in the party who is underleveled and just needs to survive fights to gain experience, but it likely won't last in anyone's active Battle Command menu. Give Focus to Kain for the time being, but he may not need it until after you obtain the Limit Break augment for clearing the game the first time. Focus three times, Jump on the next turn, and whatever is on the receiving end of that attack likely won't survive!

In Mist, enter the house in the northwest corner of town. The **MP +50% augment** sparkles on the ground, just waiting for someone to grab it.

If you've already defeated Leviathan, go to East Tower—B2 in Castle Baron. There is a new Eidolon there and once the party proves its worth, Rydia gains another powerful Summon spell.

MP +50% AUGMENT

Since this augment was found in Rydia's hometown, it only seems fair to give it to her. She's also the one who needs it the most, as her best spells consume large amounts of MP with each use.

Odin

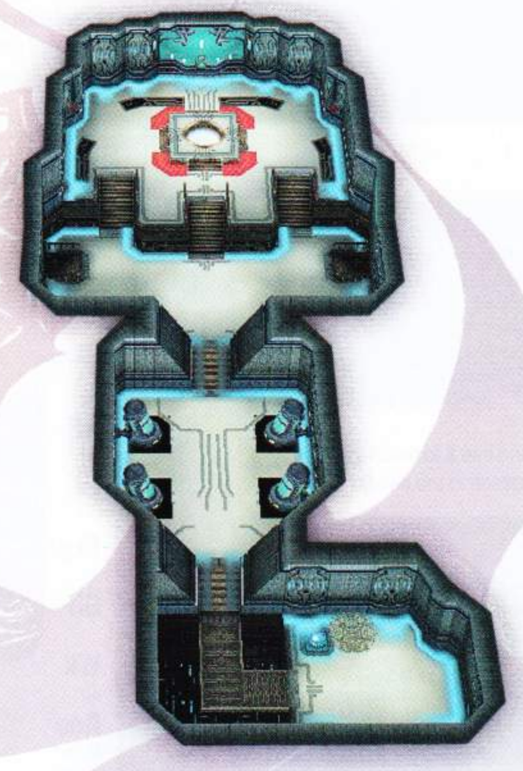
HP	40,001
Lv	53
Exp	106,004
Gil	16,000
Wk	⚡
Res	None
Abs	None
Susc. to	Blind, Poison, Slow, Sap

If this fight is too difficult, then return later after picking up a fifth party member. Cast Slow on Odin and use Haste on Edge (more stealing attempts) and Cecil. Cast Protect on the entire party, since Odin mostly uses sword attacks. Have Edge Steal until he gets the Darkness augment. When Odin raises an arm above his head, it signals he is about to use his special attack. Use Thunder-based spells with Rydia. After winning the battle, Rydia learns how to Summon Odin.

DARKNESS AUGMENT

Good choices for this augment are Kain and Edge. There is reason to give it to Kain, due to Jump requiring fewer applications of this ability over a given fight.

The Lunar Whale



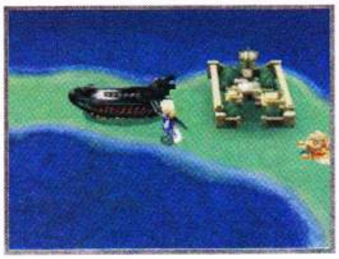
After wrapping up any loose ends elsewhere, head to Mysidia. The Elder meets everyone at the entrance to the town. After gaining control of the Lunar Whale, the moon is open to the party! Before you leave town, however, take a quick trip to the Hall of Prayer.

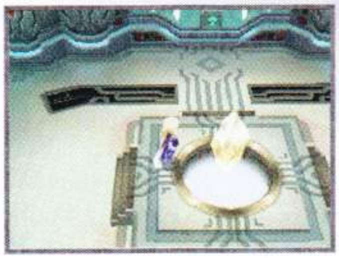
THE POWER OF LOVE

Lovingway appears in the Hall of Prayer here. After a brief conversation, he changes his name to Weddingway and hands over **????'s Love augment**. The ???? will be the four letter name you provided Namingway earlier in the Feymarch.

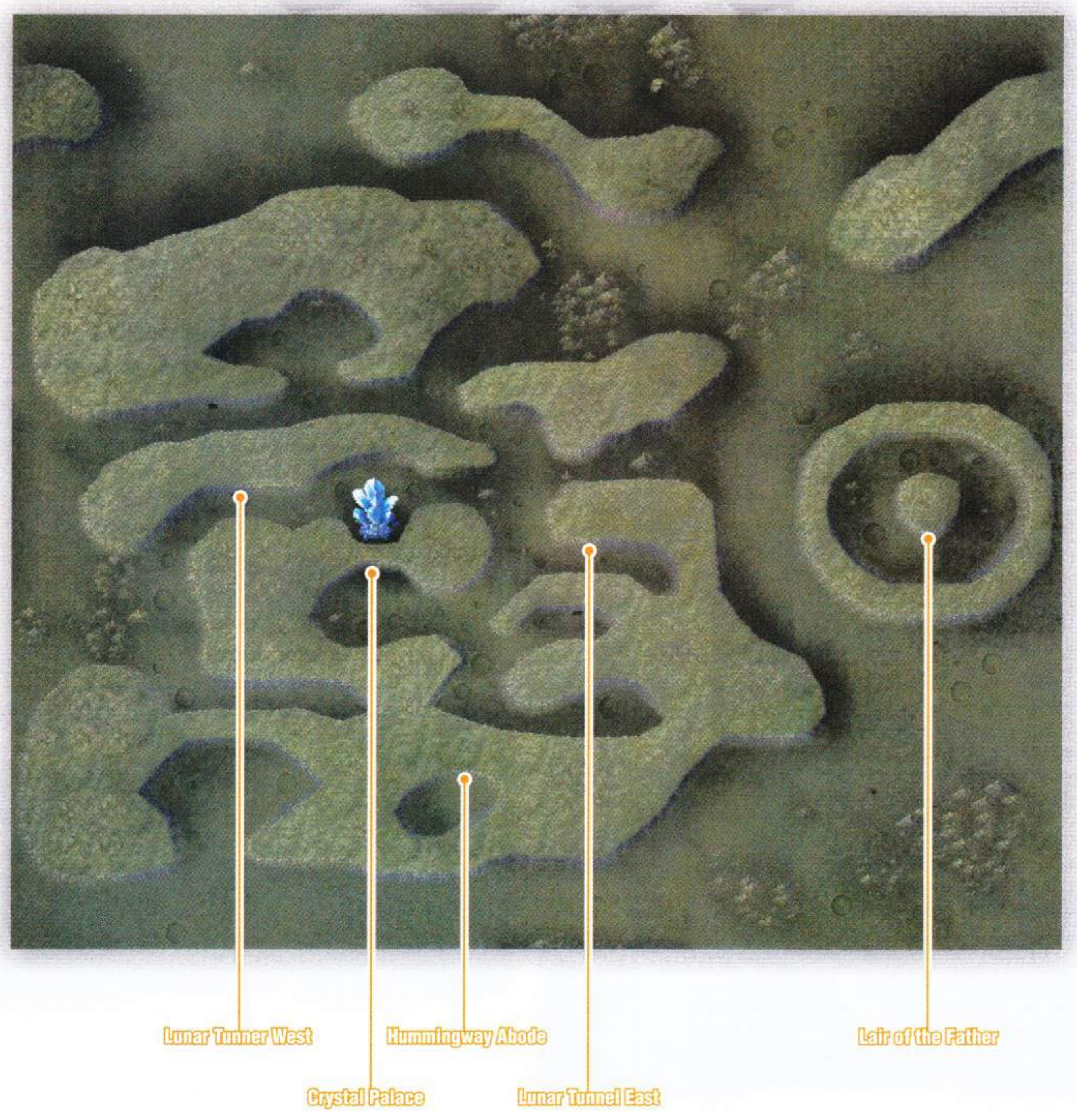
The Lunar Whale serves as a transport in two ways. First, go to the viewscreen to use it like an airship. To fly between the Overworld Map and the Lunar Surface, use the large crystal at the top of the northernmost set of stairs.

In addition to its flying capabilities, the Lunar Whale holds resting pods in the central part of the ship. Finally, a Fat Chocobo provides the same services at the back of the ship.

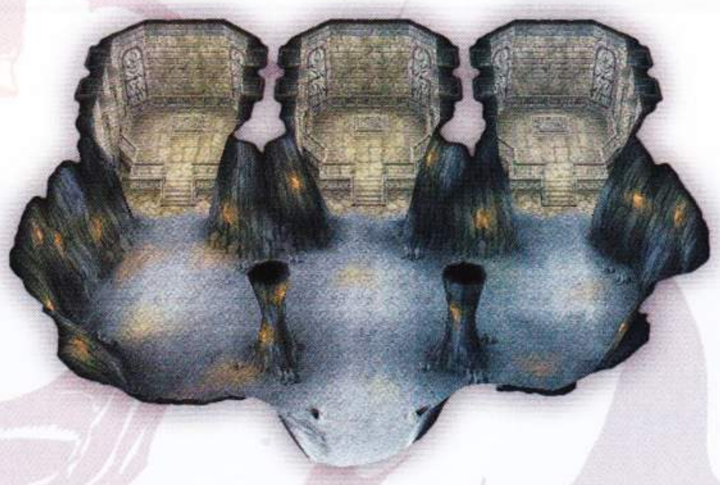




Lunar Surface


Lunar Tunner West
Hummingway Abode
Lair of the Father
Crystal Palace
Lunar Tunnel East

Hummingway Abode



Sundries Shop

Item	Cost	Use Effect
Hi-Potion	150	Restores 500 HP.
X-Potion	3000	Restores 1000 HP.
Phoenix Down	100	Removes KO status.
Dry Ether	20,000	Restores 100 MP.
Elixir	50,000	Fully restores HP and MP.
Cottage	500	Fully restores HP, MP, and status of entire party.
Remedy	500	Removes most status ailments.
Siren	3000	Causes nearby enemies to attack.

HUMM HUMM?

The creatures here are Lunarians, the same species as Namingway. There's not much to do here except visit the Sundries shop, grab the **Level Lust augment** in the eastern alcove, and look for Namingway.

LEVEL LUST AUGMENT

There are a few options with this augment. First, you can give it to Cecil since he'll keep the ability during subsequent playthroughs. The payoff is greater with this choice, but Cecil's Battle Command options may be getting crowded at this point. If this is the case, allow another character who has an open slot in his or her Battle Commands list to hold this augment.

HUMMINGWAY'S RANDOM ADVENTURE

Weddingway appears and goes through one final name change, this time it changes to Hummingway. After speaking with him, he moves to a random location and changes his name to Going-my-way. When the party finds him, he hands over the **Safe Travel augment,** which eliminates random encounters when active.

The following is a list of the possible locations for Hummingway:

Any Chocobo Forest

Underground Lake B1, near Damcyan side

Mount Hobs Summit, near top

Troia, near the raised area in the back of town

Lair of the Father B1, near chest with the Genji Shield

Sylph Cave B2, near chest with Mage Masher

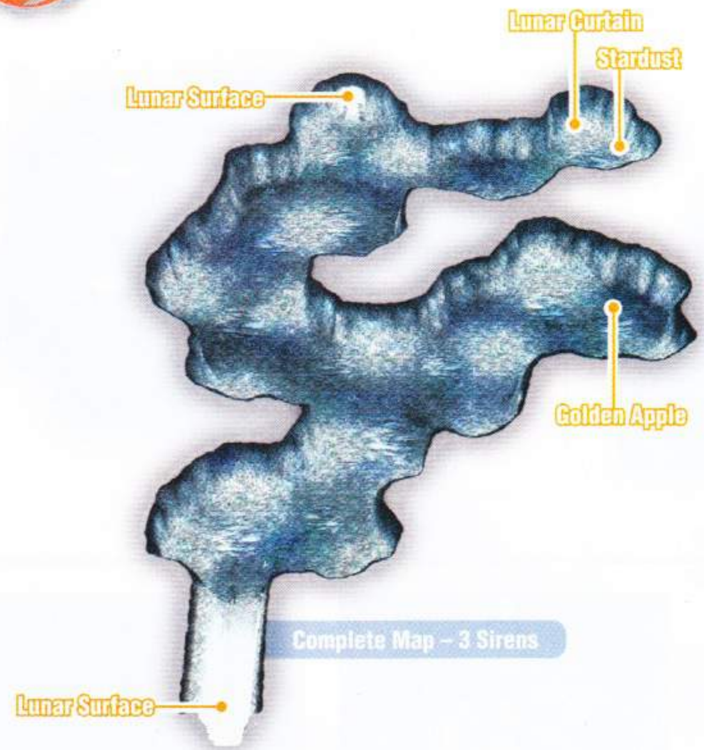
SAFE TRAVEL AUGMENT

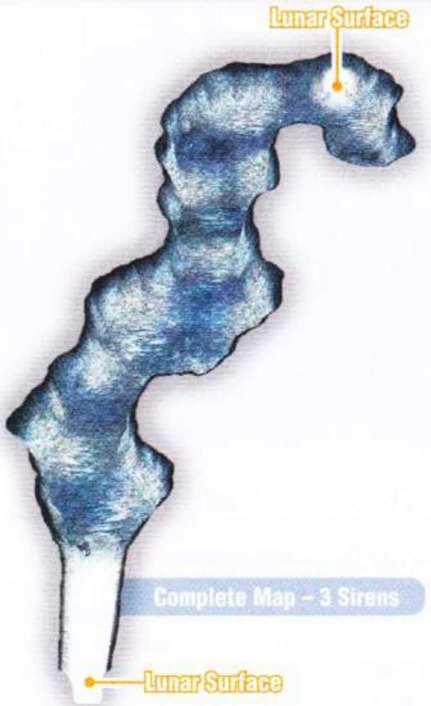
This augment works well with Cecil. When active, there's no need to worry about actual battle commands until you run into a boss fight. Since you'll know when to expect them, you'll also know when to switch out this ability.

Use Safe Travel judiciously. If you completely avoid enemy encounters, you'll miss out on experience, gil, and potential item drops from the enemies encountered otherwise.

Lunar Tunnel

Items Found: Lunar Curtain, Stardust, Golden Apple





Encounters on the Lunar Surface and Tunnel

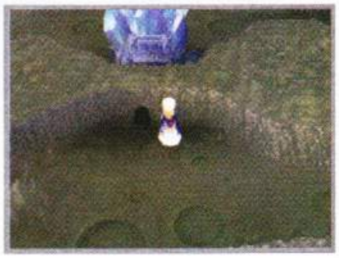
Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Abyss Worm	70	24000	48000	1204	Fire	--	--	Arctic Wind (20%), Ether (12%)	Arctic Wind (50%)
Prokaryote	61	4420	8840	224	--	Earth	--	Stardust (20%), Lunar Curtain (12%)	Stardust (40%)
Eukaryote	59	2890	5780	147	--	Earth	--	Stardust (20%), Lunar Curtain (12%)	Stardust (40%)
Lunar Virus	53	1660	3320	86	--	Earth	--	Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)	Ether (30%)
Dark Grenade	44	6519	13038	328	--	--	Fire	Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)	Bomb Fragment (50%)
Black Flan	55	2301	4800	123	--	--	--	Ether (20%), Stardust (12%), Lunar Curtain (5%), Rainbow Pudding (0.4%)	Ether (30%)

LUNAR TUNNEL WEST AND EAST

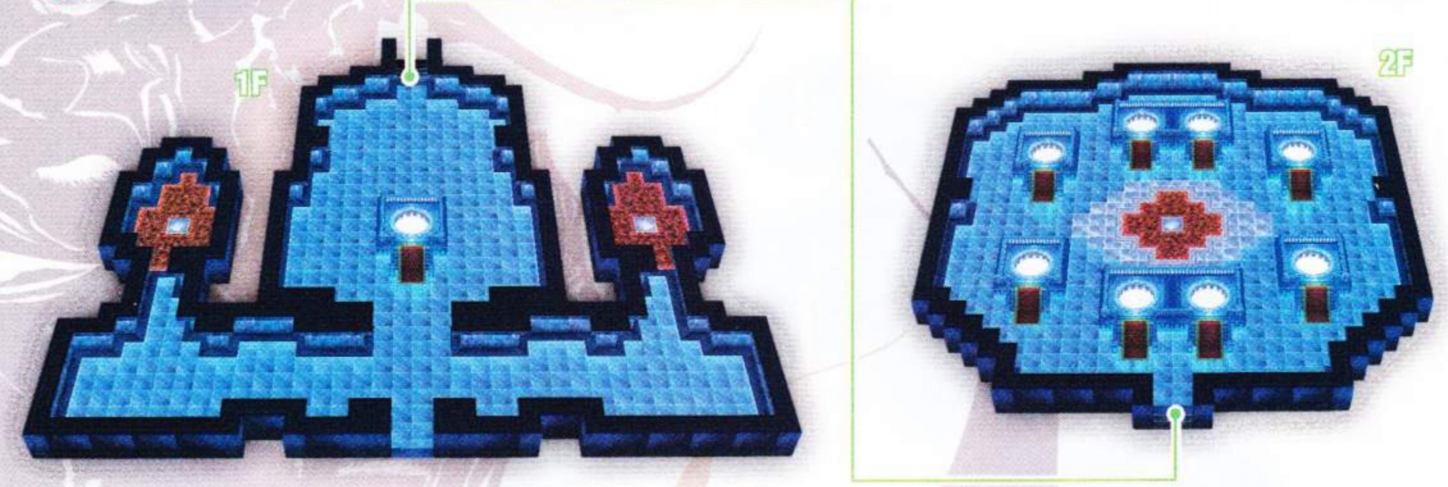
Land the Lunar Whale at the top of the stairs cut into a raised portion of the Lunar Surface, near the western edge of the map. It's a short trip through the tunnel and the chest on the branch holds a **Golden Apple**. As you may have guessed, such a sweet treasure is indeed guarded. In this case, two Prokaryotes and a Eukaryote are on duty.

Upon reaching the Lunar Surface again go east, south, and then east briefly again. Enter the Lunar Tunnel East and run south. There are no items to collect, so your only concern is clearing the map to collect the reward.

Obtained Golden Apple.
Enemy ambush!



Crystal Palace



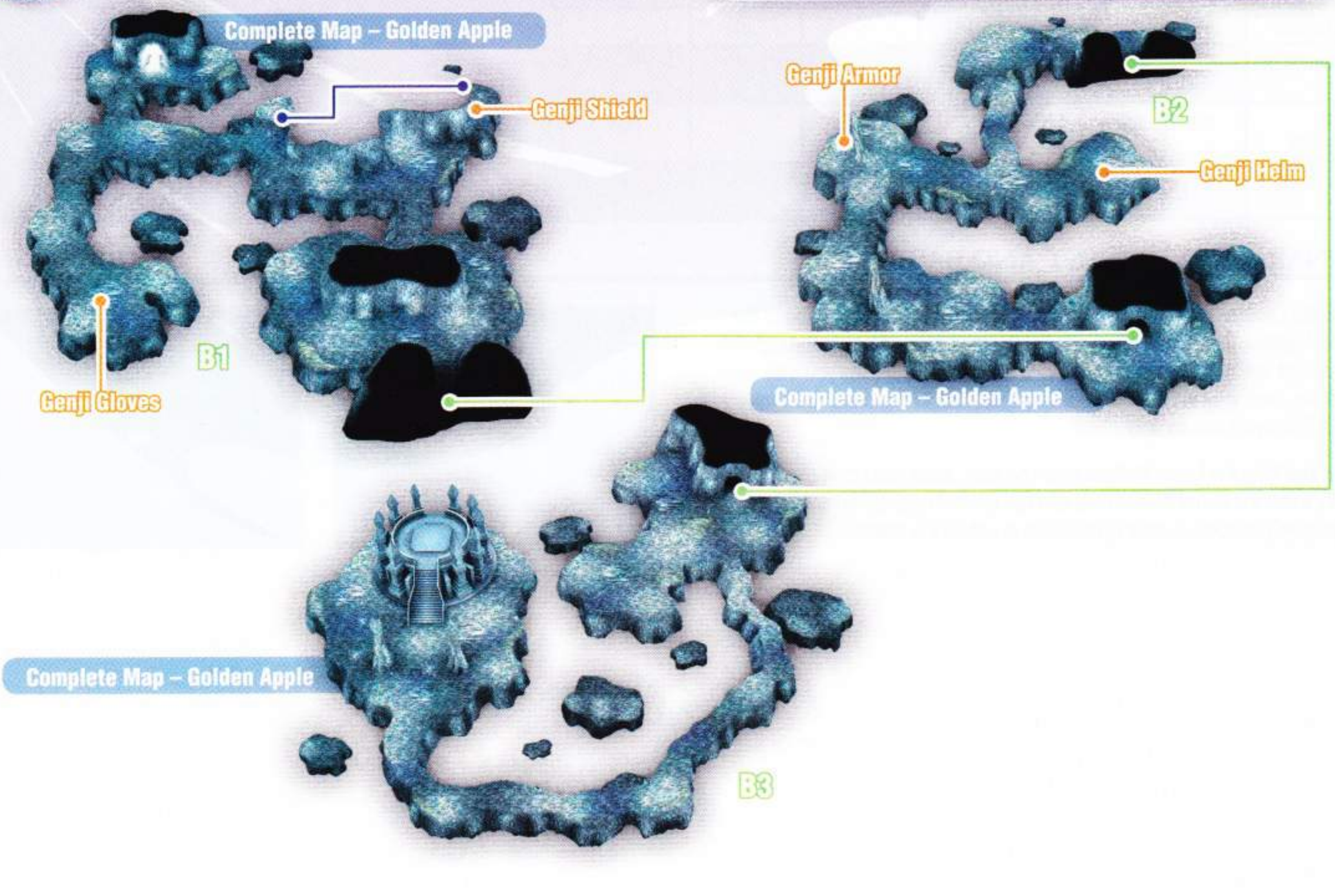
GUARDIAN OF THE LUNARIANS

After entering the Crystal Palace, walk toward the crystal in the center of the room. After Fusoya joins the party, examine the pads on the west and east side of the room. The west pad restores HP and removes negative statuses, while the east pad restores MP. The path to the core is blocked for now. After Fusoya joins the party, the party's first attempt to return to the Overworld map results in a detour to the Giant of Babil, so save your progress first! If you're not quite ready to tackle that dungeon (and you already defeated Leviathan), there's one more location left on the moon—the Lair of the Father.

I am Fusoya, and I am charged with watching over the slumber of the Lunarians.

Lair of the Father

Items Found: Genji Gloves, Genji Shield, Genji Armor, Genji Helm


Complete Map – Golden Apple
Genji Shield
Genji Armor
B2
Genji Helm
B1
Genji Gloves
Complete Map – Golden Apple
Complete Map – Golden Apple
B3

Encounters in the Lair of the Father

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Dark Sage	65	8670	8769	442	--	Fire, Ice, Thunder, Water, Wind, Holy, Dark	--	Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)	Maiden's Kiss (60%)
Bone Dragon	68	24000	72000	1210	Fire, Holy	Dark	--	Red Fang (20%), Cursed Ring (5%)	Red Fang (40%)
Moonmaiden	61	6800	6810	344	--	--	--	Artemis Arrows (20%), Lunar Curtain (12%), Minerva Bustier (5%), Artemis Bow (0.4%)	Artemis Arrows (40%)
Armored Fiend	71	28000	84000	1411	Thunder	Fire, Ice, Water, Wind	--	Cottage (20%), Ogrekiller (12%), Poison Axe (5%), Black Tail (0.4%)	Cottage (60%), Rune Axe (1%)
Behemoth	71	46000	138297	2316	--	Fire, Ice, Thunder, Water, Wind, Holy, Dark	--	Headband (20%), Power Armlet (12%), Power Sash (5%), Avenger (0.4%)	Headband (40%)

BAHAMUT

Fly to the east edge of the Lunar Surface map and park in front of the stairs leading up to a raised area. Walk around to the back and descend the stairs to reach the entrance. The chests in the Lair of the Father contain the four pieces of Genji equipment: **Genji Shield**, **Genji Gloves**, **Genji Armor** and **Genji Helm** (these items aren't available anywhere else in the game).

There are some powerful enemies roaming the underground passages, but the toughest foes are the Behemoths. The party must fight these enemies three times to advance to Bahamut's chambers. These creatures use Counter: Attack against any physical actions. They also counter spells with an ability that reduces everyone's HP to single digits! To defeat the Behemoths, use Protect and Blink on the characters who inflict sufficient melee damage. Rydia's Summon spells won't induce the Behemoths to counter them, so continue to use Leviathan until the creature drops. After the third Behemoth encounter, it's time to fight Bahamut.

Obtained Genji Helm.

Bahamut

HP	45,001
Lv	55
Exp	180,400
Gil	17,000

Wk— None **Res**— 🔥 ◆ ⚡ 💧 ◆ ◇ ● ◉ **Absorb**— None **Susc. to**— Blind, Poison, Slow, Sap

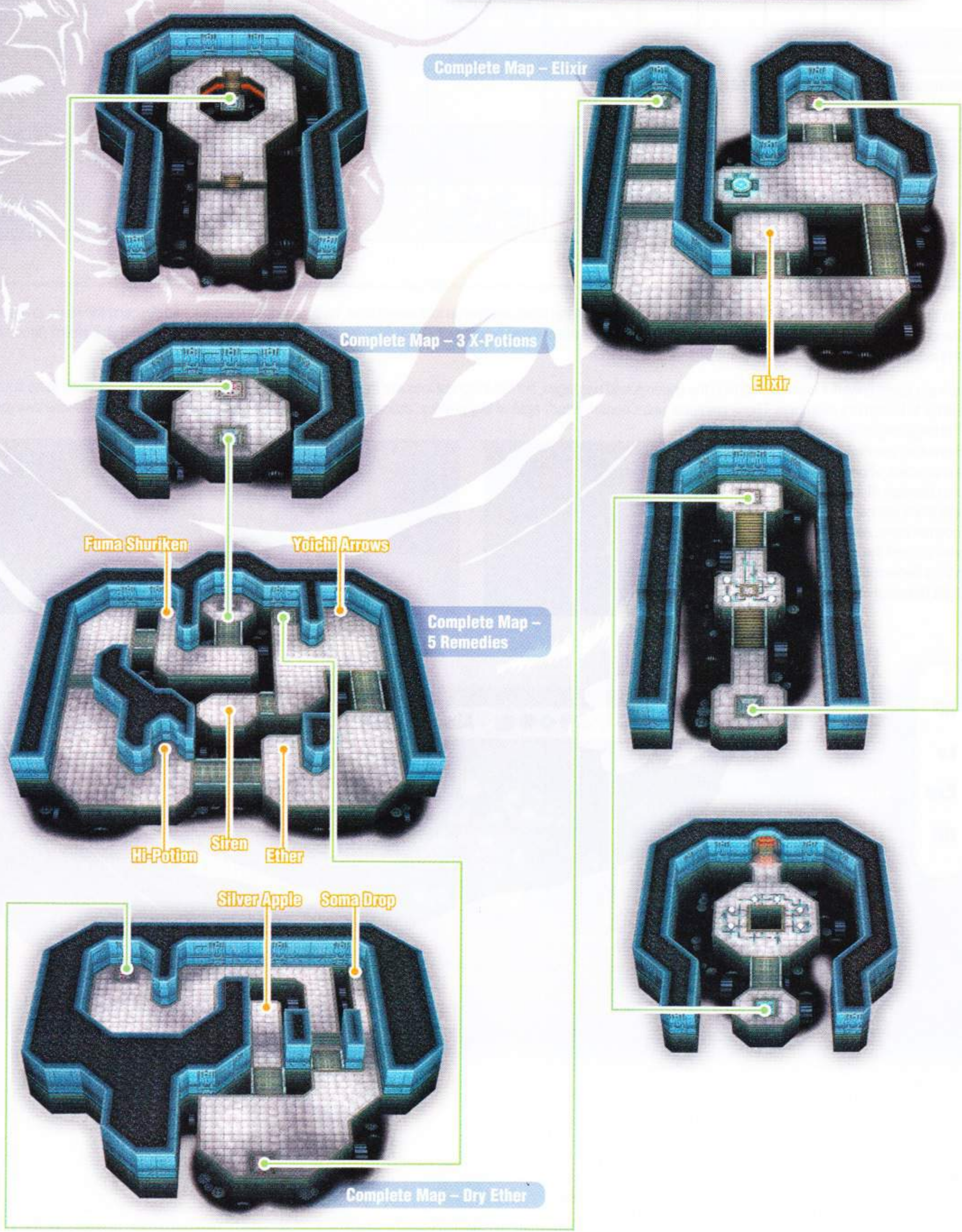
Edge
Attack
Steal
Ninjutsu
Items

Apparently, Bahamut does things only in his own time. He counts down from five, then uses Megaflare at the end of the countdown. He actually bounces the spell off himself after using Reflect.

The key to this fight is to face a minimum of Megaflare attacks. Start off by casting Shell on the party. Next, use Slow on Bahamut. He counters by applying Reflect on himself, so don't do anything else to him until after Slow is in place. Have Rydia Summon Leviathan, then use Haste to give everyone more actions to take as Bahamut starts counting down from five. After the battle, Rydia learns how to Summon Bahamut!

Giant of Babil

Items Found: Fuma Shuriken, Hi-Potion, Ether, Siren, Yoichi Arrows, Silver Apple, Soma Drop, Elixir


Complete Map – Elixir
Complete Map – 3 X-Potions
Elixir
Fuma Shuriken
Yoichi Arrows
Complete Map – 5 Remedies
Hi-Potion
Siren
Ether
Silver Apple
Soma Drop
Complete Map – Dry Ether

Encounters in the Giant of Babil

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Clockwork Soldier	60	9800	19600	493	Thunder	Fire, Ice, Water, Wind	--	Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)	Thunder Arrows (40%)
Beam Cannon	55	6000	12000	303	Thunder	Fire, Ice, Water, Wind	--	Tent (20%), Heavenly Wrath (12%)	Tent (60%)
Clockwork Dragon	60	18000	54000	909	Thunder	Fire, Ice, Water, Wind	--	Heavenly Wrath (20%), Gold Hourglass (12%), Gold Hairpin (5%), Golden Apple (0.4%)	Heavenly Wrath (50%)
Armor Construct	64	23000	69000	1160	Thunder	Fire, Ice, Water, Wind	--	Cottage (20%), Ogre Killer (12%), Poison Axe (5%), Rune Axe (0.4%)	Cottage (60%)
Searcher	43	9350	18700	470	Thunder	Earth	--	Siren (20%)	Siren (40%)
Centaurion	61	9999	9999	503	Thunder	--	--	Tent (20%), Cottage (12%)	Tent (60%)

Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Cottage	500	Fully restores HP, MP, and status of entire party.
Shuriken	650	Attack: 50. Can only be thrown.
Bomb Crank	1200	Casts Fira.
Arctic Wind	1200	Casts Blizzara.
Heavenly Wrath	1200	Casts Thundara.

A GIANT WALKS AMONG THEM

The first few floors of the Giant are all relatively short. However, the power of the enemies in this area easily compensates for the brevity of the levels. Don't expect to go flying through these levels! On the bright side, all of the chests in the Giant of Babil remain unguarded.

After reaching Giant of Babil—Inner Passage, search around for a chest with an **Elixir**, a Save Point, and a Sundries vendor. Save your progress and continue to the next level; it's about time to meet some old adversaries.

Giant's Chest

The 4 Elemental Archfiends

Just as with the party's first encounter with Rubicante, he immediately restores the party's HP and MP. This boss fight is one continuous battle against the four elemental archfiends, faced one at a time.

Scarmiglione

HP 25,000 **Lv** 56 **Exp** 100,000 **Gil** 12,000

Susc to Slow, Sap

Wk 🔥 **Res** ❄ ⚡ 💧 ✦ ● 🌀 **Absorb** 🪨 **Drp** None **Stl** None

Attack
Bless
White Magic
Black Magic
Items

The first foe is Scarmiglione in his undead form. Note that Ice heals him and he's vulnerable to Fire. He will likely inflict many status effects, including Silence. Your first turn is about preparation, since there are three additional bosses after Scarmiglione. Cover everyone with Protect and Shell, then hit Scarmiglione with Slow. Have Fusoya use Bless when possible and make sure Rosa uses Pray when she's not healing or removing a status effect. Do not use physical attacks against Scarmiglione, as that makes him use Cursed Elegy on the entire party.

Cagnazzo

HP 25,000 **Lv** 56 **Exp** 100,000 **Gil** 12,000

Susc to Blind, Poison, Slow, Sap

Wk ❄ **Res** 🔥 ✦ ● 🌀 **Absorb** 💧 **Drp** None **Stl** None

Cagnazzo appears next. He performs Counter: Hold after most physical attacks and Counter: Silence as retaliation against direct spells. Watch out for Tsunami again. The drill is the same here as it was in the earlier fight: as soon as the water around Cagnazzo appears, have Rydia or Fusoya cast Thunder to dissipate it. He is vulnerable to Ice-based damage at all times except when surrounded by water. Hit him with Slow immediately and, if he casts Slow against your party, remove it right away. Rely on Shiva to inflict large amounts of damage against Cagnazzo, so keep Rydia up and summoning through the entire fight.

Barbariccia

HP 25,000 **Lv** 56 **Exp** 100,000 **Gil** 12,000

Susc to Blind, Poison, Slow, Sap

Wk None **Res** 🪨 **Absorb** 🌀 **Drp** None **Stl** None

Aim
Dualcast
Pray
Items

The third encounter is against Barbariccia and, unfortunately, Kain isn't around this time to clear her tornado. She counters physical attacks with Thunder, which is just best to avoid. Cast Slow against her as quickly as possible, then work on keeping everyone alive while Rydia does her job. Summon the Dragon continually to attack her weakness, and it should only take four rounds of battle. If Barbariccia hits the party with Maelstrom, heal with Curaja immediately.

Rubicante

HP 25,000 **Lv** 56 **Exp** 100,000 **Gil** 12,000

Susc to Blind, Poison, Slow, Sap

Wk ❄ 💧 **Res** ⚡ ✦ ● 🌀 **Absorb** 🔥 **Drp** None **Stl** None

Finally, it's the rematch with Rubicante. When his cloak is open, hit him with Ice-based attacks, but when his cloak is closed, Ice-based spells heal him. Rubicante uses Counter: Fira against physical attacks and Counter: Blizzara when hit by a Summon spell, since that heals him when his cloak is closed. Start the fight by hitting Rubicante with Slow, then pound him with Ice-based attacks until he drops. Inferno is still a dangerous spell; if he uses it at any point, heal immediately!

Return to the Save Point on the previous level, use a Cottage, and save your progress. There's another big boss fight on the floor beyond where the party fought the elemental archfiends. If Fusoya lacks augments, give him two before triggering the next boss fight.

CPU

HP	30,000	**Wk**	⚡
Lv	60	**Res**	None
Exp	220,000	**Abs**	None
Gil	20,000	**Drp**	None
		Stl	None

Susc to Slow, Sap

Attack Node

Wk	None	**HP**	12,000
Res	◆	**Lv**	60
Abs	None	**Exp**	0
Drp	None	**Gil**	0
Stl	None		

Susc to Slow, Sap

There's no mystery concerning what task each node performs. The Defense Node uses Heal on most turns, restoring about 900 HP each time. This makes the Attack Node the top priority, as you do not want to leave it functioning and blasting the party with Laser Barrage. Hit the Attack Node with Ramuh, Flare, and physical attacks until it drops. Once it is down, focus on the CPU and leave the Defense Node for last. The CPU doesn't take much damage from physical attacks, so rely on spells that bypass Reflect (Ninjutsu, Summons). The Defense Node on its own should present no problem; just hammer away on it until it's gone.

Defense Node

HP 12,000 **Lv** 60 **Exp** 0 **Gil** 0

Susc to Slow, Sap

Wk None **Res** ◆ **Absorb** ⚡ 🔥 ◆ 💧 🌀 ◇ ● **Drp** None **Stl** None

A FEW FINAL THINGS...

After all the events unfold, there are a few stops to make before turning your attention to the final dungeon back on the moon. If you haven't already done so, return to Kokkol's Forge and talk to the smith in front of the forge to receive **Excalibur**. In addition, the dwarf behind the counter now sells three weapons.

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Shuriken	650	50	100	Can only be thrown.
Fuma Shuriken	50,000	200	--	Can only be thrown.
Yoichi Arrows	30,000	10	--	--

Obtained Excalibur.

COLLECT THE AUGMENTS

If you missed any augments, now is the time to collect them. Speak with Whyt's Mother in the Passage of Eidolons to receive the **Piercing Magic augment**.

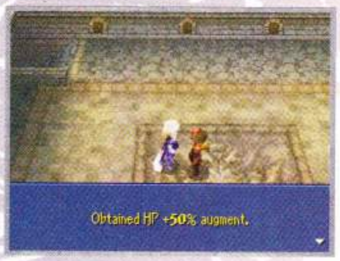
Obtained Piercing Magic augment.

PIERCING MAGIC AUGMENT

Rydia's Black Magic spells are tricky to land when facing a boss that uses Reflect. The choices are either to cast Reflect on someone in the party (which makes healing tricky), or wait for Rosa to Dispel the boss's Reflect. The easiest solution is to give this ability to Rydia and activate it before fighting a boss who hides behind Reflect. If you like to apply Reflect to your party, Piercing Magic works well on Rosa, as it allows her to continue casting Cure spells without worry that they'll benefit the enemy instead.

There's a soldier on the Castle Baron roof. To reach him, go up to the door next to the West Tower's entrance to receive the **HP +50% augment**.

Finally, go to the Crystal Palace and pick up the **Phoenix augment**, **Bless augment**, and **Omnicasting augment**. These are from Fusoya and the number you acquire depends on the number of augments you gave to him.


Obtained HP +50% augment.

PHOENIX, BLESS, OMNICASTING AUGMENTS

Give Phoenix to Kain, as it's arguably his most important ability. There are two primary reasons why Kain is the best choice. First, he has the least MP of all the characters, making it easy to replenish with a single Dry Ether. Second, Kain spends large portions of battle in the air and away from damage. There's a good chance he'll be the last one to fall in any given fight.

Edge is a good choice for Bless because of his tremendous speed. Start each fight with Bless and he should have a follow-up attack before most enemies perform their first action.

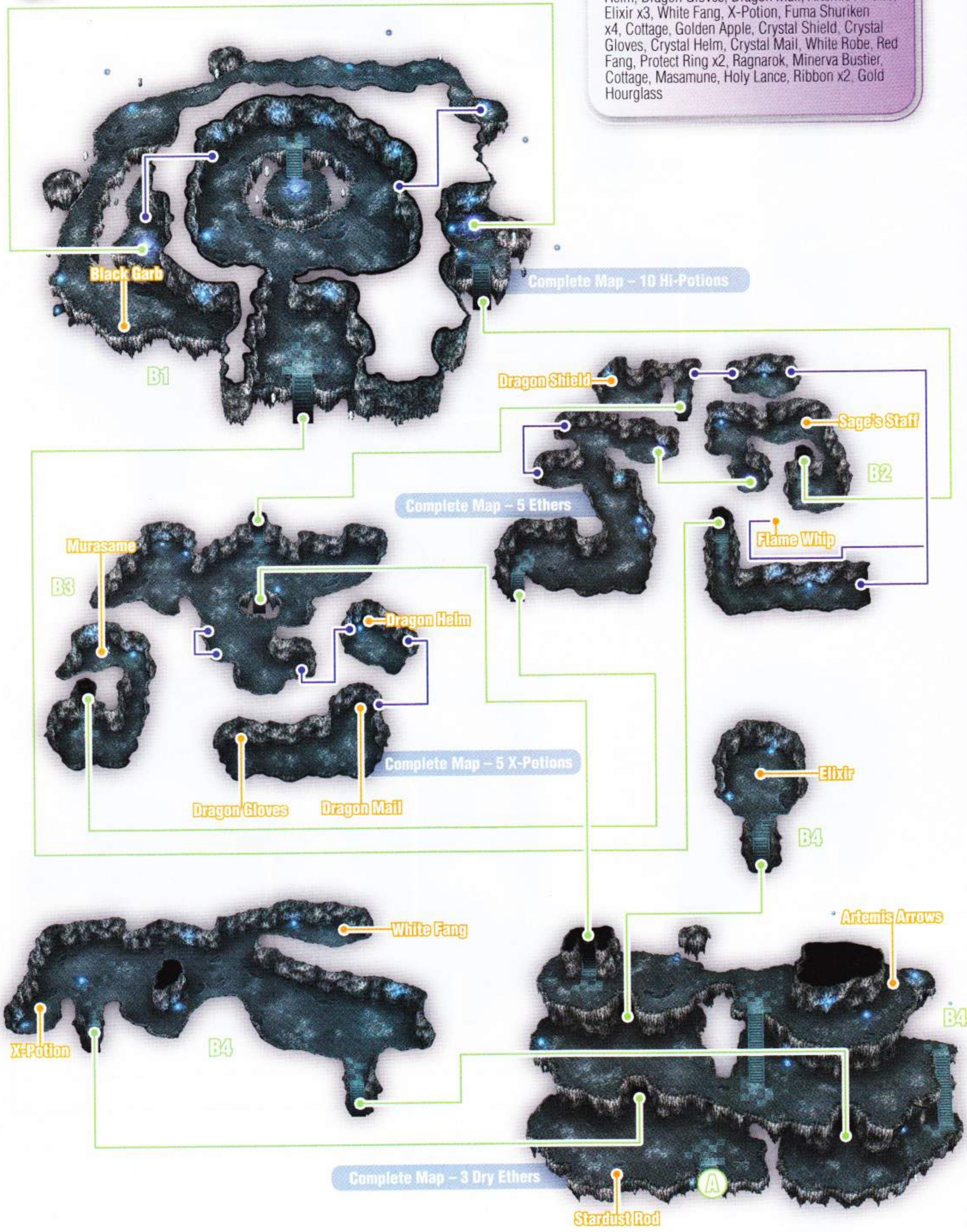
Omnicasting is a nice boost for Rosa. Most of Rydia's and Edge's abilities already target everyone, and Cecil won't spend much time using White Magic if you've set him up properly.

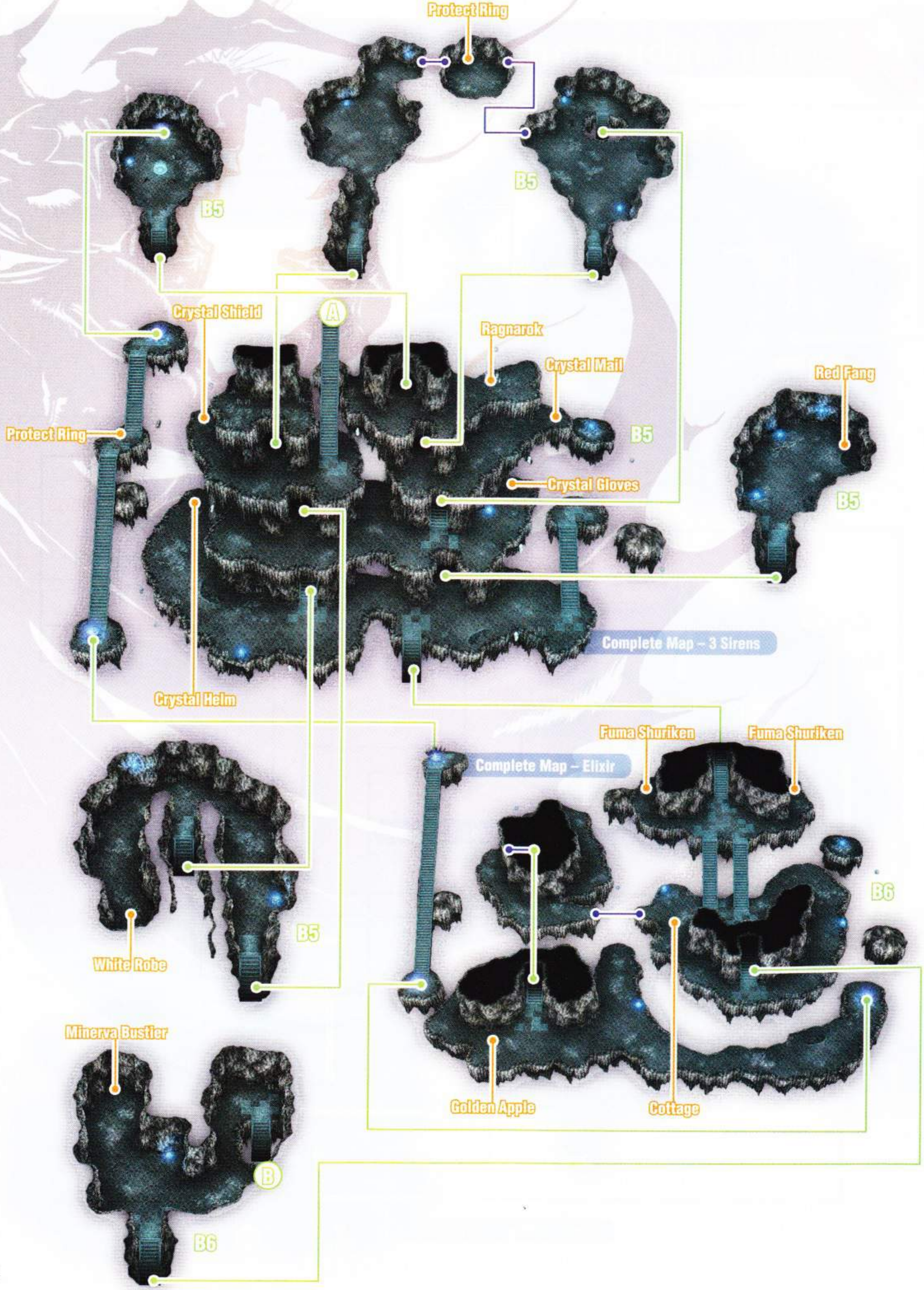
HP+50% AUGMENT

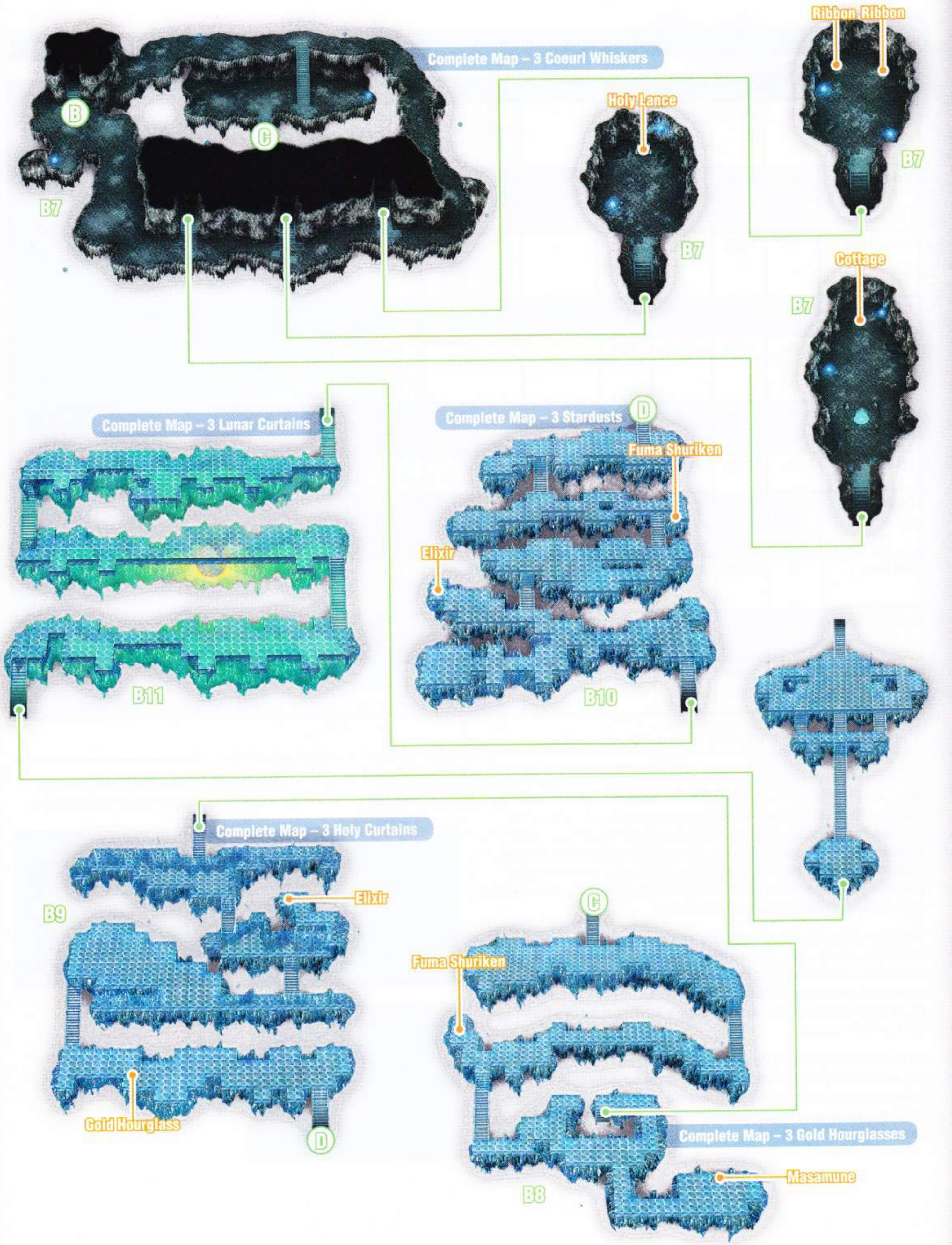
There are two potential candidates for HP+50%: Cecil and Rosa. Since Cecil spends so much of the game with Draw Attacks active, he needs all the health he can muster. However, there are some battles where the enemies blast the entire party at once and it's more important to keep Rosa alive so she can heal and revive everyone. If Cecil can withstand the incoming damage well enough without additional health, give this augment to Rosa.

Lunar Subterrane

Items Found: Black Garb, Sage's Staff, Murasame, Flame Whip, Dragon Shield, Dragon Helm, Dragon Gloves, Dragon Mail, Artemis Arrows, Elixir x3, White Fang, X-Potion, Fuma Shuriken x4, Cottage, Golden Apple, Crystal Shield, Crystal Gloves, Crystal Helm, Crystal Mail, White Robe, Red Fang, Protect Ring x2, Ragnarok, Minerva Bustier, Cottage, Masamune, Holy Lance, Ribbon x2, Gold Hourglass


Black Garb
Complete Map – 10 Hi-Potions
B1
Dragon Shield
Sage's Staff
B2
Complete Map – 5 Ethers
Flame Whip
Murasame
B3
Dragon Helm
Complete Map – 5 X-Potions
Dragon Gloves
Dragon Mail
Elixir
B4
White Fang
Artemis Arrows
B4
X-Potion
B4
Complete Map – 3 Dry Ethers
A
Stardust Rod


Protect Ring
B5
B5
Crystal Shield
A
Ragnarok
Crystal Mail
Red Fang
Protect Ring
B5
Crystal Gloves
B5
Complete Map – 3 Sirens
Crystal Helm
Fuma Shuriken
Fuma Shuriken
Complete Map – Elixir
B6
B5
White Robe
Minerva Bustier
Golden Apple
Cottage
B
B6


Complete Map – 3 Coeurl Whiskers
B
C
B7
Holy Lance
B7
Ribbon
Ribbon
B7
Cottage
B7
Complete Map – 3 Lunar Curtains
B11
Complete Map – 3 Stardusts
D
Fuma Shuriken
Elixir
B10
Complete Map – 3 Holy Curtains
B9
Elixir
Gold Hourglass
D
C
Fuma Shuriken
Complete Map – 3 Gold Hourglasses
Masamune
B8

Encounters in the Lunar Subterrane

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Ahriman	71	25000	25066	1257	--	Fire, Ice, Thunder, Water, Earth, Wind, Holy, Dark	--	Eye Drops (20%), Elixir (12%), Gold Hourglass (5%), Protect Ring (0.4%)	Eye Drops (60%)
Gold Dragon	66	16400	49353	832	--	Fire, Ice, Thunder, Water, Earth, Wind, Holy, Dark	--	Zeus's Wrath (20%), Heavenly Wrath (12%), Blue Fang (5%), Golden Apple (0.4%)	Zeus's Wrath (50%)
Silver Dragon	66	15000	45168	763	--	Fire, Ice, Thunder, Water, Earth, Wind, Holy, Dark	--	Stardust (20%), Holy Curtain (12%), Lunar Curtain (5%), Silver Apple (0.4%)	Stardust (40%)
Dinozombie	68	24000	72000	1210	Fire, Holy	Dark	--	Red Fang (20%), Cursed Ring (5%)	Red Fang (40%)
Flan Princess	70	10000	20198	508	--	--	Fire, Ice, Thunder, Water, Earth, Wind	Dry Ether (20%), Elixir (12%), Rainbow Pudding (1%), Pink Tail (0.4%)	Dry Ether (20%)
Blue Dragon	70	30000	90297	1515	--	--	Ice	White Fang (20%), Shuriken (12%), Dragon Whisker (5%), Wyvern Lance (0.4%)	White Fang (20%)
Li'l Murderer	66	12000	12099	608	Thunder	--	--	Potion (20%), Tent (12%), Silver Hourglass (5%), Goblin (0.4%)	Potion (60%)
Deathmask	71	37000	111297	1866	--	Fire, Ice, Thunder, Water, Wind, Holy, Dark	--	Holy Curtain (20%), X-Potion (12%), Elixir (5%), Glass Mask (0.4%)	Holy Curtain (40%)
Red Dragon	72	50000	150297	2516	Ice	Wind, Holy, Dark	Fire	Red Fang (20%), Dragon Gloves (12%), Wyvern Lance (5%), Red Tail (0.4%)	Red Fang (40%), Crystal Ring (1%)
Zemus's Breath	70	40000	60000	2012	--	Ice, Thunder, Water, Wind, Holy, Dark	Fire	--	--
Zemus's Malice	70	20000	60000	1012	--	Ice, Thunder, Water, Wind, Holy, Dark	Fire	--	--

THE FINAL BATTLE

Before the final portion of the adventure, check your party's inventory. Stock up on Cottages, Sirens (if you plan to hunt for the rare items with extremely low drop rates), and Phoenix Downs. To reach the Lunar Subterrane, go to Crystal Palace 2F and stand on the platform in the middle of the crystals. One of the first things you should do is use the maps to determine the quickest route to one of the two Save Points, located on B5 and B7. Once you're at one of them, collect the treasures from the guarded chests nearest the Save Points (the guarded chests are mainly on B6), then move to the other Save Point and repeat the process. Finally, if you obtain an extremely rare drop, teleport out of the dungeon immediately and turn it in at Adamant Isle Grotto.

There are hidden paths directly east and west of the initial staircase on Lunar Subterrane—B1. The lone chest on this floor, guarded by an Armor Construct, holds **Black Garb**. There are a few routes down to B2, plus the two teleporters are linked to each other. Use them to reach the eastern stairs that lead down to B2, as this is the only way to reach the **Sage's Staff**, guarded by a Dark Sage and two Moonmaidens.

On B3, collect the pieces of Dragon gear from the chests on the east side of the map before attempting to collect the sword that sits out in the open in the west. Before trying to pick up the sword, **Murasame**, cast Float on the entire party and switch your element-enhanced weapons for the most powerful ones that lack an elemental affinity.

Obtained Sage's Staff.
Enemy ambush!

To those who covet this blade, I bring death!

White Dragon

HP	32,700
Lv	65
Exp	132,132
Gil	21,000

Wk—None **Res**—● **Absorb**—🔥◆⚡💧🌀◇● **Susc. to**—Slow, Sap

By preparing the party with Float, you immediately nullify the White Dragon's powerful Earthquake ability. Note that this boss also uses Counter: Slow against spells and Maelstrom when it wants to make its prey nervous.

Don't try to damage the White Dragon with elemental magic or weapons, as this actually heals it instead of damaging it! On top of that, keep everyone healed (especially after Maelstrom) and the beast shouldn't present much of a challenge, as long as you remembered to cast Float on the party first.

Lunar Subterrane—B4 contains a few chests, one of which holds the powerful **Artemis Arrows**. The chest nearest the exit to B5 contains the **Stardust Rod**, but it's guarded by a Behemoth. The Stardust Rod is a terrific piece of equipment, as it allows Rydia to cast an MP-free Comet. Conservation of MP is incredibly important when Save Points are few and far between.

B5 is a much larger level than it first appears. Most of the cave mouths visible on the main part of the level lead to small caves that link different spots on B5. To compound the time problem, the six items to collect here are guarded by powerful enemies! Before you tackle any of the guarded chests, use the Save Point on B5. It is a much shorter walk from there if you must reload a previous save.

Obtained Stardust Rod.
Enemy ambush!

The tier of B5 where the party first finds the stairs is split. The chest on the west side holds a **Crystal Shield** and it's guarded by two Blue Dragons. Cast Stop on one and Berserk on the other to make this fight significantly easier. The chest on the east side contains **Crystal Mail,** although it's guarded by a Behemoth. Focus on melee damage against Behemoth and keep Blink on your melee fighters to negate counterattacks.

Obtained Crystal Shield.
Enemy ambush!

The third tier's only chest holds **Crystal Gloves**, which are guarded by a Red Dragon. This difficult foe is rendered relatively harmless by casting Berserk on it and using Blink on an ally equipped with Draw Attacks. The lowest tier also has a single chest; the **Crystal Helm**'s guardian is a Dinozombie.

While there are several small rooms on Lunar Subterrane—B5, the most important one may be the least obvious. In the room with the **Red Fang**, a rare flan-type enemy makes its only appearance. These pink powerhouses are only encountered reliably through the use of a Siren. They use Samba de Flan to Berserk the entire party and the only defense against it is the Crystal Armor. The southern exit from the room with the Save Point leads to the uppermost tier of B5 and an encounter with Dark Bahamut over possession of **Ragnarok**, the most powerful of holy swords.

Dark Bahamut

HP	60,000
Lv	65
Exp	241,332
Gil	24,000

Wk
None
Res
🔥💎⚡💧🪨✦●🌀
Abs
None
Susc. to
Blind, Poison, Slow, Sap

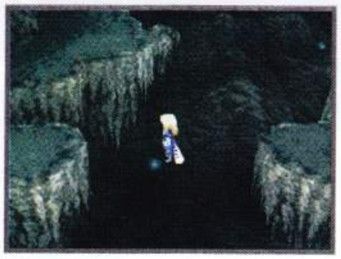
Dark Bahamut opens with Megaflare and things only get worse. It uses Counter: Attack against physical damage, Counter: Flare against magic, and Megaflare in retaliation against Summons. It casts Reflect on itself, then bounces Flare from itself to the party. It also has Heal (which ignores Reflect) to bolster its health.

The tactics used previously against the other Bahamut should work in this fight, too. Immediately heal everyone, then hit Dark Bahamut with Slow. Next, cast Shell on everyone and use Blink or Mirage on the characters who inflict melee damage. After that, it's a matter of healing after Megaflares and maintaining Mirage or Blink while whittling down Dark Bahamut's health.

Counters Megaflare

Mercifully, the chests on B6 are not guarded. There are two **Fuma Shuriken** near the entry stairs, while the other chests contain a **Golden Apple** and a **Cottage**. There is an invisible path that links the two halves of the map. This trail eventually leads to the staircases floating on the west side of B5 and B6, along with the Save Point on B5. Bypass the chest on the stairs at first; it's a **Protect Ring** guarded by a Behemoth. It's a short walk from the Save Point and there's no need to risk anything before saving.

The passage that leads to B7 has a **Minerva Bustier**, guarded by a Dark Sage and two Moonmaidens. The southwest doorway on B7 is the other Save Point. The **Holy Lance** and a boss encounter lie waiting in the room behind the closer door to the east. The furthest doorway east has two chests (both with a **Ribbon**), but to reach them you must defeat another powerful enemy who guards a spot on the floor, not the actual chests.



Obtained Minerva Bustier.
Enemy ambush!

Those who seek this hallowed lance shall have naught but their damnation!

Plague Horror

HP	33,333
Lv	65
Exp	134,664
Gil	22,000

Wk
None
Res
🪨●
Abs
None
Susc. to
Blind, Poison, Slow, Sap

The Plague Horror's first action is to cast Doom, which starts a countdown from 10. It follows by hitting the party with Haste to speed up the countdown. There's not much else to worry about here.

Jump with Kain at every opportunity, as the countdown is suspended when he's off-screen. Taking that action with Kain should keep his countdown at a different number. Just unload on the beast with the most powerful attacks available to the other party members. If you can't defeat Plague Horror before the first countdown ends, use a Phoenix Down on Rosa and let her raise the others (including Kain when his counter reaches 0) to start attacking again. Since Plague Horror doesn't cause any direct damage (the boss relies on Doom, Haste, and quick Heals), don't waste time with healing. As people spring back up, return to all-out attacks.

Lunasaur

HP	46,000
Lv	65
Exp	184,000
Gil	23,000

Wk
🔥
Res
●
Abs
None
Susc. to
Blind, Poison, Slow, Sap

When struck by a physical attack, Lunasaur counters by casting Reflect on itself. After being hit with a Summon, it uses Counter: Heal. Most dangerous of all is the boss's Bad Breath attack, which inflicts multiple negative status effects on everyone not protected by the proper gear.

Lunasaur's weaknesses are Fire and Cure spells, so Cecil and Kain should be able to punish it, provided you've already collected Ragnarok. Things could get ugly when Lunasaur starts using Bad Breath, as the party is often stuck helplessly watching a screen filled with blinded, confused frogs miss their attacks against each other.

Lunar Subterrane—B8 is a departure from the previous levels. It sports a new look and provides much more difficult random encounters. Thankfully, the Deathmask, Zemus's Malice, and Zemus's Breath monsters are all susceptible to Stop. The final floors block the use of both Teleport and Warp. The final weapon, **Masamune**, is the only guarded item in these last floors. The other items are free for the taking, if you survive the trip to reach them!

Obtained Masamune.

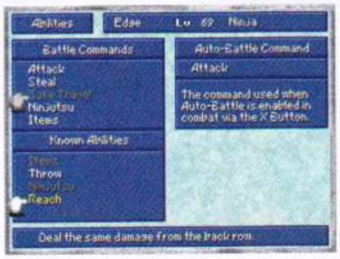
Ogopogo

HP 50,000
Lv 65
Exp 201,332
Gil 25,000
Wk
None
Res
🔥◆●◆◆●●
Abs
💧
Susc. to
Blind, Poison, Slow, Sap

Ogopogo, a stronger version of Leviathan, opens the battle with an instant Deluge and follows it with strong physical attacks. If it's struck with Summons, it counters with Blaze.

Heal everyone after the opening Deluge attack, then cast Slow on Ogopogo and cover everyone with Shell and Protect. For the characters using weapons, protect them with Blink and Mirage. Ogopogo does not counter physical attacks and even its Blaze attack isn't that powerful. Remember to heal after each Deluge, then keep up the attacks and summon Bahamut to finish the fight.

Assuming you've completed every other map up to this point, once you complete Lunar Subterrane—B10, you receive the **Treasure Hunter augment**. Before taking on the final boss, change everyone's abilities to those that are beneficial in battle. You won't need abilities such as Level Lust, Gil Farmer, or Safe Travel and the like. If Cecil has Kick, trade it out for Attack.



The command used when Auto-Battle is enabled in combat via the X Button.

Deal the same damage from the back row.

Zeromus

HP 150,000
Lv 68
Exp 0
Gil 0
Wk
None
Res
None
Abs
None
Susc. to
Slow, Sap

When the fight begins, spend a few rounds preparing the party with spells such as Shell and Protect. Don't do anything to the boss, though, as it will have no effect. When everyone is ready, have Cecil use the Crystal.

Zeromus has a counter to most everything and none of them are pleasant. Against Summons, he counters with Osmose against the entire party. He also uses this ability without notice; fortunately, it won't drain everyone's MP. Look for Counter: Flare to appear when magic or items that emulate spells are used. Additionally, Zeromus uses Meteor and Whirl in a nightmarish attack that drops everyone's HP to single digits. In addition, the boss has two nasty abilities he uses consecutively. Black Hole removes all magical effects from everyone, including himself. If it's possible, reapply Shell if this occurs because up next is Big Bang. This attack often leaves the entire party knocked out or extremely close to it.

Stole Dark Matter!

An important part of this fight is to cast Slow against Zeromus as often as possible. Also, it's imperative to always restore Shell as soon as it is removed. Make sure the character with the Phoenix ability receives an Ether, Dry Ether, or Elixir immediately after being revived so that the party returns with as close to full health as possible. Use Edge to steal the **Dark Matter** during the fight. Until he has it, don't let Edge do anything else. After acquiring it, throw every weapon in the party's inventory at him, starting with the strongest weapons first. The one hole in Zeromus's defense is that he does not counter physical attacks. Attack with Cecil, use Jump with Kain, and don't be shy about consuming your best restorative items such as Elixirs.

Cecil HP 0 MP 20
Rydia HP 0 MP 566
Edge HP 0 MP 20
Rosa HP 0 MP 244
Kain HP 1 MP 82
HELP

After the fight, watch all of the ending credits to receive the **Limit Break augment**. Save your game when prompted at the end to start a New Game Plus. There are new challenges ahead for you!

Appendices

Bestiary

MONSTER NAME
The monster's in-game name.

Location
Where the monster is commonly located.

Attributes
A breakdown of all the monster's parameters.

STRENGTH	**ACC**URACY
STAMINA	**DEF**ENSE
SPEE**D**	**EVA**SION
INTELLECT	**M**AGIC **D**EFENSE
SPIRIT	**M**AGIC **E**VASION
ATTACK	

Monster Number
This number matches a given monster's number in the in-game Bestiary, accessible by summoning a Fat Chocobo with Gysahl Greens.

CAVE NAGA

Overworld; Lodestone Cavern

052

Lv	28
HP	428
Exp	1284
Gil	23

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	24	14	20	13	95	34	5	22	5

🔥	◆	⚡	💧	●	🌀	✧	●	💀
-	-	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

STEAL:
Antidote (20%)

Basic Stats
The monster's level and HP, along with the EXP and gil awarded when it is defeated.

Lev**el** **H**it **P**oints **Exp**erience Points **Gil**

Status Susceptibility
The status effects that will work on a given monster.

Drop Items
The items that may be obtained upon victory along with their percentage chance for dropping. Note that having the Treasure Hunter augment equipped doubles these percentages.

Steal Items
The item(s) that can be obtained by using Edge's Steal command along with the chance of success.

Elemental Strengths & Weaknesses
In this field, a 1.5 indicates that the monster takes an extra 50% damage from a given element—in other words, fire away! A .5 indicates that a monster is resistant to an element and will only take half damage from it. Use these types of attacks only if no alternative method is available. "Abs" is short for Absorb and indicates that a monster is completely resistant to a given element, meaning it will absorb attacks of this element as health. Lastly, "💀," indicates whether a monster is considered a member of the living dead. Monsters with an "O" in this field will take damage from curative spells and items like Cure, Raise, Potions, and Elixirs.

FIRE	BLIZZARD	THUNDER	WATER	EARTH	WIND	HOLY	DARK	UNDEAD
🔥	◆	⚡	💧	●	🌀	✧	●	💀

FLOATING EYE

Overworld; Prologue

001

Lv	11
HP	40
Exp	150
Gil	7

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	3	3	8	8	105	21	5	9	5

🔥	◆	⚡	💧	●	🌀	✧	●	💀
1.5	-	-	-	.5	1.5	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)

STEAL:
Eye Drops (60%)

GOBLIN

Overworld (near Baron); Mist Cave; Underground Waterway

002

Lv	10
HP	30
Exp	90
Gil	5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	2	3	7	7	105	20	5	8	5

🔥	◆	⚡	💧	●	🌀	✧	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Tent (12%), Bronze Hourglass (5%), Goblin (0.4%)

STEAL:
Potion (60%)

SWORD RAT

Overworld; Mist Cave; Underground Waterway

003

Lv 10
HP 31
Exp 93
Gil 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	2	3	7	7	105	20	5	8	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%)

STEAL:
Hi-Potion (60%)

HELLDIVER

Overworld (near Baron)

004

Lv 10
HP 28
Exp 56
Gil 4

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
7	7	6	3	7	5	95	15	10	7	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	1.5	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Gold Needle (32%), Phoenix Down (12%), Cockatrice (0.4%)

STEAL:
Phoenix Down (60%)

EYEWING MOTH

Mist Cave

005

Lv 12
HP 39
Exp 78
Gil 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
8	8	8	4	8	6	95	16	20	8	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	1.5	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)

STEAL:
Eye Drops (60%)

LARVA

Mist Cave

006

Lv 10
HP 25
Exp 50
Gil 4

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
7	7	6	3	7	5	95	15	5	7	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (5%)

STEAL:
Potion (60%)

SAND WORM

Overworld; Antlion's Den

007

Lv 12
HP 500
Exp 1750
Gil 54

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	0	4	8	10	115	46	5	10	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
.5	1.5	-	-	Abs	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)

STEAL:
Potion (60%)

DESERT SAHAGIN

Overworld

008

Lv 12
HP 40
Exp 100
Gil 6

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	4	4	8	8	105	21	5	9	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
.5	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP:
Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)

STEAL:
Antidote (60%)

HUNDLEGS

Overworld

009

Lv	12
HP	46
Exp	115
Gil	7

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	4	4	8	8	105	21	5	9	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
.5	1.5	-	-	.5	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Antidote (20%), Potion (12%)

STEAL: Antidote (60%)

TINY MAGE

Overworld; Underground Waterway

010

Lv	13
HP	50
Exp	224
Gil	16

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	2	9	4	9	6	95	17	10	9	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Stop, Slow, Sap

DROP: Rod (20%), Silver Armlet (40%), Ether (5%), Dry Ether (0.4%)

STEAL: Rod (20%)

RED MOUSSE

Underground Waterway

011

Lv	16
HP	35
Exp	201
Gil	15

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	99	12	5	11	7	95	200	0	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	.5	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)

STEAL: Potion (60%)

ZOMBIE

Underground Waterway; Mount Ordeals

012

Lv	14
HP	87
Exp	130
Gil	10

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	10	4	10	7	95	17	5	9	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	.5	.5	-	-	-	1.5	.5	0

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap

DROP: None

STEAL: Potion (60%)

ALLIGATOR

Underground Waterway; Ancient Waterway

013

Lv	13
HP	175
Exp	438
Gil	20

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
11	11	5	4	9	8	105	22	5	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
.5	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)

STEAL: Leather Cap (40%)

TOADGRE

Underground Waterway

014

Lv	14
HP	66
Exp	165
Gil	9

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
11	11	6	4	10	9	105	22	5	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
5	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Maiden's Kiss (20%)

STEAL: Maiden's Kiss (60%)

GIGANTOAD

015

Underground Waterway

Lv 14
HP 94
Exp 235
Gil 12

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
11	11	6	4	10	9	105	22	5	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Maiden's Kiss (20%)

STEAL: Maiden's Kiss (60%)

SAHAGIN

016

Underground Waterway

Lv 14
HP 110
Exp 275
Gil 14

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
11	11	6	4	10	9	105	22	5	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	-	1.5	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: None

STEAL: Potion (60%)

AMOEBA

017

Underground Waterway

Lv 14
HP 125
Exp 188
Gil 14

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	10	4	10	7	95	17	5	9	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	-	1.5	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)

STEAL: Antidote (60%)

FANGSHELL

018

Underground Waterway; Ancient Waterway

Lv 15
HP 55
Exp 82
Gil 7

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	11	5	11	7	95	22	5	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	-	1.5	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL: Diet Ration (60%)

KILLER FISH

019

Underground Waterway; Ancient Waterway

Lv 15
HP 60
Exp 90
Gil 8

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	11	5	11	7	95	18	5	10	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
5	-	1.5	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%)

STEAL: Potion (60%)

ADAMANTOISE

020

Antlion's Den

Lv 18
HP 190
Exp 665
Gil 24

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
15	15	6	5	22	12	115	49	5	13	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	1.5	.5	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Slow, Sap

DROP: Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)

STEAL: Antidote (60%)

YELLOW JELLY

Antlion's Den

021

Lv	17
HP	60
Exp	238
Gil	18

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
11	99	13	5	12	8	95	19	0	11	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)

STEAL: Potion (60%)

DOMOVOI

Overworld; Antlion's Den; Mount Hobs

022

Lv	18
HP	100
Exp	300
Gil	14

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
13	13	10	5	13	10	105	24	5	12	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Tent (12%)

STEAL: Potion (60%)

BASILISK

Antlion's Den

023

Lv	18
HP	140
Exp	420
Gil	9

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
13	13	10	5	13	10	105	24	5	12	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Golden Needle (20%)

STEAL: Golden Needle (60%)

LESHY

Antlion's Den; Tower of Babil; Cave of Eblan

024

Lv	19
HP	130
Exp	480
Gil	10

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
14	14	11	6	13	10	105	25	5	13	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
1.5	.5	.5	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%)

STEAL: Potion (60%)

GARGOYLE

Overworld; Mount Hobs

025

Lv	19
HP	240
Exp	810
Gil	15

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
14	14	11	6	13	10	105	25	10	13	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	-	-	.5	-	1.5	.5	X

SUSCEPTIBLE TO: Paralyze, Confuse, Paralyze, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: Potion (20%)

STEAL: Potion (60%)

COCKATRICE

Overworld (NE & SE continents); Mount Hobs

026

Lv	19
HP	241
Exp	723
Gil	14

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
14	14	11	6	13	10	105	25	10	13	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	-	-	-	1.5	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)

STEAL: Phoenix Down (60%)

SKELETON

Mount Hobs; Mount Ordeals

027

Lv	19
HP	135
Exp	270
Gil	8

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	15	6	13	8	95	20	5	12	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
1.5	.5	.5	-	-	-	1.5	.5	0

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: None

STEAL: Leather Clothing (40%)

SPIRIT

Mount Hobs; Mount Ordeals

028

Lv	19
HP	86
Exp	172
Gil	5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	15	6	13	8	95	20	10	12	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	.5	.5	-	.5	-	1.5	.5	X

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Cursed Ring (5%)

STEAL: Potion (60%)

BOMB

Overworld; Mount Hobs

029

Lv	20
HP	55
Exp	150
Gil	5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	16	6	14	9	95	20	10	12	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Bomb Fragment (10%)

STEAL: Bomb Fragment (50%)

GRAY BOMB

Overworld; Mount Hobs

030

Lv	20
HP	222
Exp	484
Gil	13

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
13	13	17	7	15	10	95	21	11	13	6

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Bomb Fragment (10%)

STEAL: Bomb Fragment (50%)

GATLINGHOG

Overworld

031

Lv	21
HP	215
Exp	430
Gil	12

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
15	13	17	6	15	9	95	21	5	13	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Gold Needle (20%)

STEAL: Gold Needle (20%)

BARON MARINE

Fabul

032

Lv	22
HP	210
Exp	663
Gil	13

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
16	15	14	7	15	11	105	26	5	14	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	1.5	-	-	-	.5	.5	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Hi-Potion (10%)

STEAL: Hi-Potion (60%)

CAPTAIN

Fabul

033

Lv	HP	Exp	Gil
23	320	999	19

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
17	16	15	7	16	12	105	27	5	15	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap	Hi-Potion (15%)	Hi-Potion (60%)

ZU

Overworld

034

Lv	HP	Exp	Gil
24	941	3764	51

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
19	18	12	7	17	14	115	32	10	16	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
5	.5	1.5	-	.5	1.5	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
None	Feathered Cap (20%), Hi-Potion (12%), Cottage (5%), Silver Apple (0.4%)	Feathered Cap (40%)

BLOODBONES

Mount Ordeals

035

Lv	HP	Exp	Gil
22	210	420	12

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
13	13	18	7	15	9	95	21	5	13	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
1.5	.5	.5	-	-	-	1.5	.5	0

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap	None	Leather Clothing (40%)

GHOUL

Mount Ordeals

036

Lv	HP	Exp	Gil
22	444	888	23

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
17	13	18	7	15	9	95	21	5	13	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap	None	Leather Clothing (40%)

SOUL

Mount Ordeals

037

Lv	HP	Exp	Gil
22	250	500	14

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
17	13	18	7	15	9	95	21	5	13	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
Abs	.5	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap	Potion (20%), Cursed Ring (12%)	Potion (60%)

LILITH

Mount Ordeals

038

Lv	HP	Exp	Gil
28	732	3048	42

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
21	20	16	8	20	15	115	54	5	18	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
1.5	-	-	-	-	-	-	-	0

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap	Lilith's Kiss (20%), Silver Apple (12%), Lilith Rod (5%)	Lilith's Kiss (50%)

REVENANT

Mount Ordeals

039

Lv	23
HP	530
Exp	1060
Gil	28

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
19	14	19	7	16	10	95	32	5	14	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP:
None

STEAL:
Leather Clothing (40%)

GIGAS GATOR

Ancient Waterway

040

Lv	23
HP	584
Exp	1168
Gil	30

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
17	14	19	7	16	11	95	32	5	14	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)

STEAL:
Leather Cap (40%)

SPLASHER

Ancient Waterway

041

Lv	24
HP	360
Exp	720
Gil	19

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
18	14	20	7	17	12	95	32	5	14	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	Abs	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%)

STEAL:
Potion (60%)

DEVIL'S CASTANET

Ancient Waterway

042

Lv	25
HP	760
Exp	1520
Gil	39

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
18	15	21	8	18	12	95	33	5	15	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	Abs	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL:
Diet Ration (60%)

BARON GUARDSMAN

Ancient Waterway; Baron

043

Lv	26
HP	560
Exp	1710
Gil	31

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
19	17	18	8	18	14	105	43	5	16	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%)

STEAL:
Potion (60%)

HYDRA

Ancient Waterway

044

Lv	26
HP	514
Exp	1542
Gil	28

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
23	17	18	8	18	14	105	43	5	16	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

STEAL:
Antidote (60%)

FLOOD WORM

Ancient Waterway

045

Lv	28
HP	1914
Exp	7656
Gil	100

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
22	20	16	8	20	17	115	54	5	18	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	1.5	-	Abs	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)

STEAL: Potion (60%)

ELECTROFISH

Ancient Waterway

046

Lv	26
HP	284
Exp	568
Gil	16

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
18	15	22	8	18	12	95	33	5	15	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	Abs	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL: Diet Ration (60%)

TREANT

Overworld

047

Lv	26
HP	335
Exp	1005
Gil	18

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
19	18	22	13	18	12	95	33	5	20	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
1.5	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL: Diet Ration (60%)

MORTBLOSSOM

Overworld

048

Lv	27
HP	440
Exp	1320
Gil	23

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
19	18	23	14	19	13	95	34	0	21	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
1.5	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL: Diet Ration (60%)

CAIT SITH

Overworld; Lodestone Cavern

049

Lv	28
HP	632
Exp	2528
Gil	34

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	21	20	14	20	15	105	44	5	23	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)

STEAL: Unicorn Horn (50%)

ETTIN SNAKE

Overworld; Lodestone Cavern

050

Lv	28
HP	316
Exp	1264
Gil	19

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	21	20	14	20	15	105	44	5	23	5

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

STEAL: Antidote (60%)

NEEDLEHOG

Overworld; Lodestone Cavern

051

Lv	27
HP	398
Exp	1194
Gil	21

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	18	23	14	19	13	95	34	5	21	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Gold Needle (20%)

STEAL:
Gold Needle (60%)

CAVE NAGA

Overworld; Lodestone Cavern

052

Lv	28
HP	428
Exp	1284
Gil	23

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	24	14	20	13	95	34	5	22	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

STEAL:
Antidote (20%)

OGRE

Lodestone Cavern

053

Lv	30
HP	1065
Exp	4260
Gil	56

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	22	22	15	21	16	105	45	5	24	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)

STEAL:
Bacchus's Wine (50%)

SUCCUBUS

Lodestone Cavern

054

Lv	29
HP	621
Exp	1863
Gil	33

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	25	15	20	14	95	35	5	22	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	Abs	-	-	-	1.5	-	0

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Vampire Fang (20%), Lilith's Kiss (12%)

STEAL:
Vampire Fang (50%)

CAVE BAT

Lodestone Cavern; Cave of Eblan

055

Lv	29
HP	334
Exp	1002
Gil	18

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	25	15	20	14	95	35	10	22	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	Abs	-	.5	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%)

STEAL:
Potion (60%)

MINDFLAYER

Lodestone Cavern

056

Lv	31
HP	600
Exp	2400
Gil	33

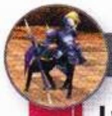
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	23	23	16	22	16	105	46	5	25	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Hi-Potion (20%), Unicorn Horn (12%), Gold Hourglass (5%), Mindflayer (0.4%)

STEAL:
Hi-Potion (60%)



CENTAUR KNIGHT

Tower of Zot

057

Lv 31
HP 1292
Exp 3876
Gil 68

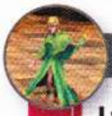
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
26	29	23	19	25	20	105	61	5	28	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Berserk, Stop, Slow, Sap

DROP:
Tent (20%), Cottage (12%)

STEAL:
Tent (60%)



SORCERESS

Tower of Zot

058

Lv 30
HP 893
Exp 1786
Gil 46

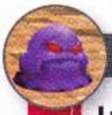
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
23	26	26	18	24	17	95	50	5	26	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)

STEAL:
Rod (40%)



PURPLE BAVAROIS

Tower of Zot; Lunar Surface; Lunar Tunnel

059

Lv 30
HP 519
Exp 1236
Gil 32

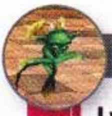
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
23	99	26	18	24	17	95	999	0	26	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)

STEAL:
Potion (60%)



GREMLIN

Tower of Zot

060

Lv 31
HP 697
Exp 1394
Gil 36

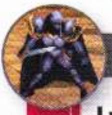
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	27	27	19	25	18	95	51	5	27	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)

STEAL:
Silent Bell (50%)



BLACK KNIGHT

Tower of Zot

061

Lv 33
HP 1224
Exp 3672
Gil 64

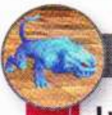
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	30	25	20	26	21	105	63	5	29	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Tent (20%), Cottage (12%)

STEAL:
Tent (60%)



FROSTBEAST

Tower of Zot

062

Lv 40
HP 1768
Exp 5304
Gil 92

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	36	32	24	32	24	105	70	5	35	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	Abs	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)

STEAL:
Ice Arrows (40%)

ICE LIZARD

Tower of Zot

063

Lv	HP	Exp	Gil
32	1224	2448	63

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	28	28	19	26	18	95	52	5	28	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
1.5	Abs	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)

STEAL:
Ice Arrows (40%)

FELL TURTLE

Tower of Zot; Underworld

064

Lv	HP	Exp	Gil
36	3570	14280	184

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	35	24	22	29	24	115	76	5	33	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)

STEAL:
Mythril Shield (40%)

MARIONETTEER

Tower of Zot; Tower of Babil

065

Lv	HP	Exp	Gil
33	804	1668	43

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	28	29	20	26	19	95	53	5	28	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)

STEAL:
Healing Staff (40%)

MARIONETTE

Tower of Zot

066

Lv	HP	Exp	Gil
33	654	1388	36

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	28	29	20	26	19	95	53	5	28	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Ether (12%), Decoy (5%)

STEAL:
Potion (60%)

SOLDIERESS

Tower of Zot

067

Lv	HP	Exp	Gil
33	1085	2170	56

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	28	29	20	26	19	95	53	5	28	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Tent (20%), Cottage (12%)

STEAL:
Tent (60%)

MORS

Overworld

068

Lv	HP	Exp	Gil
31	1182	2363	61

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	27	27	19	25	18	95	51	5	27	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%)

STEAL:
Potion (60%)

RUKH

Overworld

069

Lv	32
HP	2550
Exp	10200
Gil	132

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
28	32	20	19	26	22	115	72	10	30	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Feathered Cap (20%), Hi-Potion (12%), Cottage (5%), Silver Apple (0.4%)

STEAL: Feathered Cap (40%)

FLEDGLING RUKH

Overworld (SW continent)

070

Lv	28
HP	567
Exp	1701
Gil	31

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	26	20	17	22	18	105	58	10	25	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)

STEAL: Phoenix Down (50%)

IRONBACK

Overworld; Tower of Babil; Cave of Eblan

071

Lv	40
HP	2166
Exp	6498
Gil	112

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	36	32	24	32	24	105	70	5	35	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)

STEAL: Mythril Shield (40%)

HORNWORM

Underworld

072

Lv	48
HP	3151
Exp	6500
Gil	165

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
40	40	45	34	38	31	95	78	5	40	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%)

STEAL: Potion (60%)

BLOOD FLOWER

Underworld

073

Lv	28
HP	629
Exp	1258
Gil	33

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
22	24	24	17	22	16	95	48	0	24	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
1.5	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL: Diet Ration (60%)

ARMADILLO

Underworld; Tower of Babil; Cave of Eblan

074

Lv	32
HP	1146
Exp	3438
Gil	60

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
26	30	24	19	26	20	105	62	5	29	5

🔥	❄	⚡	💧	⛰	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)

STEAL: Mythril Shield (40%)

TUNNELER

Underworld; Sylph Cave

075

Lv 40
HP 1114
Exp 2228
Gil 58

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Spider Silk (20%), Gaia Drum (12%), Siren (5%)

STEAL: Spider Silk (50%)

CATERPILLAR

Underworld

076

Lv 40
HP 1711
Exp 3422
Gil 88

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%)

STEAL: Potion (60%)

GLOOMWING

Underworld

077

Lv 41
HP 2684
Exp 5368
Gil 136

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	35	37	25	33	23	95	61	5	35	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)

STEAL: Ether (30%)

GOBLIN CAPTAIN

Underworld; Tower of Babil

078

Lv 29
HP 1127
Exp 3381
Gil 59

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
24	27	21	17	23	19	105	59	5	26	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%), X-Potion (0.4%)

STEAL: Potion (60%)

GORGON

Underworld

079

Lv 37
HP 4335
Exp 8790
Gil 222

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
28	32	33	22	30	21	95	57	5	32	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)

STEAL: Gold Needle (60%)

HELLFLAPPER

Underworld (NW region)

080

Lv 38
HP 2295
Exp 4590
Gil 117

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
29	32	34	23	30	21	95	58	5	32	5

🔥	◆	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	-

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)

STEAL: Eye Drops (60%)

MAGMA TORTOISE

Underworld; Tower of Babil

081

Lv 37
HP 3777
Exp 15108
Gil 194

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	36	25	22	30	25	115	77	5	34	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)

STEAL:
Mythril Shield (40%)

ALRAUNE

Underworld

082

Lv 47
HP 3930
Exp 7860
Gil 199

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
40	40	44	33	38	30	95	77	5	40	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Spider Silk (20%), Gaia Drum (12%), Siren (5%)

STEAL:
Spider Silk (50%)

SECURITY EYE

Tower of Babil

083

Lv 39
HP 2432
Exp 4864
Gil 124

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
29	33	35	23	31	22	95	59	10	33	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Berserk, Stop, Slow, Sap

DROP:
Siren (20%)

STEAL:
Siren (20%)

CHIMERA

Tower of Babil

084

Lv 33
HP 2389
Exp 7167
Gil 123

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	30	25	20	26	21	105	63	5	29	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
Abs	Abs	Abs	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)

STEAL:
Fire Arrows (20%)

BLACK LIZARD

Overworld; Underworld; Tower of Babil

085

Lv 40
HP 2692
Exp 5384
Gil 137

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)

STEAL:
Gold Needle (60%)

STONE GOLEM

Underworld; Tower of Babil

086

Lv 43
HP 8721
Exp 26163
Gil 440

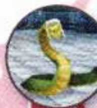
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
34	38	35	26	34	26	105	73	0	37	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	Abs	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Hi-Potion (20%), X-Potion (12%), Medusa Arrows (5%)

STEAL:
Hi-Potion (60%)



NAGA

Underworld; Tower of Babil

087

Lv	41
HP	2161
Exp	4322
Gil	110

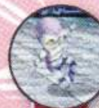
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	35	37	25	33	23	95	61	5	35	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

STEAL: Antidote (20%)



EVIL DOLL

Tower of Zot; Tower of Babil

088

Lv	42
HP	1319
Exp	2836
Gil	73

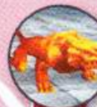
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	36	38	25	34	23	95	62	5	36	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Decoy (20%)

STEAL: Decoy (30%)



FLAMEHOUND

Overworld; Tower of Zot; Tower of Babil

089

Lv	45
HP	4151
Exp	12453
Gil	212

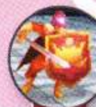
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	40	37	23	36	27	105	75	5	39	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	1.5	-	1.5	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)

STEAL: Fire Arrows (40%)



FLAME KNIGHT

Tower of Babil

090

Lv	45
HP	2851
Exp	8553
Gil	147

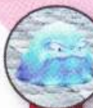
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	40	37	27	36	27	105	75	5	39	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	1.5	-	1.5	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Flame Lance (20%), Flame Sword (12%), Flame Shield (5%), Flame Armor (0.4%)

STEAL: Flame Lance (40%)



WHITE MOUSSE

Tower of Babil; Lunar Surface; Lunar Tunnel

091

Lv	43
HP	1012
Exp	2222
Gil	58

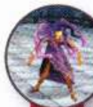
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	99	39	26	34	24	95	999	0	36	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Hi-Potion (12%), X-Potion (0.4%)

STEAL: Potion (20%)



MEDUSA

Underworld; Tower of Babil

092

Lv	37
HP	2612
Exp	5284
Gil	134

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
28	32	33	22	30	21	95	57	5	32	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)

STEAL: Gold Needle (60%)

MYSTERY EGG

Underworld; Tower of Babil; Cave of Eblan

093

Lv 44
HP 10000
Exp 1
Gil 1

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
0	37	40	26	35	24	95	64	0	37	99

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	Abs	Abs	Abs	Abs	Abs	Abs	Abs	X

SUSCEPTIBLE TO:	DROP:	STEAL:
None	None	None

SKULDIER

Eblan Castle; Tower of Babil; Cave of Eblan

094

Lv 40
HP 2512
Exp 5024
Gil 128

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	-	0

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap	None	Iron Gloves (40%)

BLOOD BAT

Tower of Babil; Cave of Eblan

095

Lv 40
HP 1491
Exp 2982
Gil 77

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
1.5	-	Abs	-	.5	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap	Potion (20%), Hi-Potion (12%)	Potion (60%)

STEEL GOLEM

Eblan Castle; Tower of Babil; Cave of Eblan

096

Lv 40
HP 6630
Exp 19890
Gil 336

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	36	32	24	32	24	15	70	0	35	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	1.5	-	-	.5	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap	Gaia Hammer (20%), Giant's Gloves (12%)	Gaia Hammer (40%)

COEURL

Eblan Castle; Underworld; Tower of Babil

097

Lv 42
HP 2015
Exp 6165
Gil 107

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
33	38	34	25	34	25	105	72	5	37	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap	Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)	Unicorn Horn (50%)

SORCERER

Tower of Babil

098

Lv 41
HP 1700
Exp 3598
Gil 92

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	35	37	25	33	23	95	61	5	35	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)

MAD OGRE

Eblan Castle; Tower of Babil

099

Lv	HP	Exp	Gil
42	6812	20436	345

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
33	38	34	25	34	25	105	72	5	37	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)

STEAL:
Bacchus's Wine (50%)

LAMIA MATRIARCH

Tower of Babil

100

Lv	HP	Exp	Gil
46	3781	11433	195

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	41	38	28	37	27	105	76	5	40	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP:
Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)

STEAL:
Lamia Harp (40%)

MYTHRIL GOLEM

Tower of Babil

101

Lv	HP	Exp	Gil
47	9869	29607	498

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
37	42	39	28	38	28	105	77	0	41	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Mythril Knife (20%), Mythril Shield (12%), Mythril Armor (5%), Mythril Sword (0.4%)

STEAL:
Mythril Knife (40%)

STORM ANIMA

Tower of Babil

102

Lv	HP	Exp	Gil
40	4760	9560	241

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	Abs	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)

STEAL:
Thunder Arrows (40%)

LAMIA

Eblan Castle; Tower of Babil

103

Lv	HP	Exp	Gil
39	7480	22530	379

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	35	31	23	31	24	105	69	5	34	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP:
Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)

STEAL:
Lamia Harp (40%)

GHOST KNIGHT

Tower of Babil

104

Lv	HP	Exp	Gil
40	3571	7142	181

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	34	36	24	32	22	95	60	5	34	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Tent (20%), Cottage (12%)

STEAL:
Tent (60%)

BALLOON

Tower of Babil; Lunar Surface; Lunar Tunnel

05

Lv	39
HP	2624
Exp	5248
Gil	133

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
29	33	35	23	31	22	95	59	5	33	5

🔥	❖	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)

STEAL: Bomb Fragment (50%)

GREEN DRAGON

Underworld (southern landmass); Tower of Babil B4-B5

06

Lv	44
HP	17000
Exp	68120
Gil	858

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
37	41	32	44	44	28	115	84	5	39	5

🔥	❖	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Slow, Sap

DROP: Blue Fang (20%), Siren (12%), Silver Apple (5%), Green Tail (0.4%)

STEAL: Blue Fang (50%)

BOG WITCH

Sylph Cave

07

Lv	52
HP	5211
Exp	10620
Gil	268

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
38	44	44	31	42	28	95	72	5	44	10

🔥	❖	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)

STEAL: Maiden's Kiss (60%)

BOG TOAD

Sylph Cave

08

Lv	56
HP	1600
Exp	3200
Gil	83

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
41	47	52	34	45	30	95	76	5	47	5

🔥	❖	⚡	💧	◆	🌀	✚	●	💀
-	1.5	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Maiden's Kiss (20%)

STEAL: Maiden's Kiss (60%)

EVIL DREAMER

Sylph Cave

09

Lv	51
HP	4721
Exp	9502
Gil	240

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
38	43	47	31	41	28	95	71	5	43	5

🔥	❖	⚡	💧	◆	🌀	✚	●	💀
Abs	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Potion (20%), Cursed Ring (5%)

STEAL: Potion (60%)

ELDER TREANT

Sylph Cave

10

Lv	62
HP	6715
Exp	13430
Gil	339

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
45	52	58	37	50	33	95	82	5	52	5

🔥	❖	⚡	💧	◆	🌀	✚	●	💀
1.5	-	-	-	-	-	-	-	X

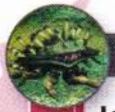
SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

STEAL: Diet Ration (60%)

MALBORO

1



Underworld; Sylph Cave

Lv	50
HP	7140
Exp	14280
Gil	360

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
37	42	46	30	40	27	95	70	5	42	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
1.5	-	-	-	-	-	-	-	X

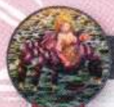
SUSCEPTIBLE TO: Stop, Slow, Sap

DROP: Remedy (20%), Bacchus's Wine (12%), Yoichi Arrows (5%), Soma Drop (0.4%)

STEAL: Remedy (60%)

ARACHNE

2



Passage of the Eidolons

Lv	58
HP	6205
Exp	12410
Gil	313

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
43	48	54	41	46	31	95	78	5	48	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	1.5	-	-	-	-	-	-	X

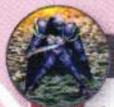
SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Spider Silk (20%), Gaia Drum (12%), Siren (5%)

STEAL: Spider Silk (50%)

FELL KNIGHT

3



Passage of the Eidolons

Lv	53
HP	4930
Exp	9860
Gil	249

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
39	44	49	37	42	29	95	73	5	44	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	-	-	-	-	-	-	X

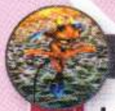
SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Tent (20%), Cottage (12%)

STEAL: Tent (60%)

IMP

4



Passage of the Eidolons

Lv	50
HP	5910
Exp	11820
Gil	298

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
37	42	46	35	40	27	95	70	5	42	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	-	-	-	-	1.5	-	X

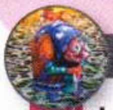
SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP: Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)

STEAL: Silent Bell (50%)

SUMMONER

5



Passage of the Eidolons

Lv	51
HP	6120
Exp	12438
Gil	314

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
38	43	47	36	41	28	95	71	5	43	10

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	-	-	-	-	-	-	X

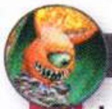
SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)

STEAL: Healing Staff (40%)

BLOOD EYE

6



Passage of the Eidolons

Lv	50
HP	4090
Exp	8180
Gil	207

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
37	42	46	35	40	27	95	70	5	42	10

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP: Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)

STEAL: Eye Drops (60%)

BELPHEGOR

Passage of the Eidolons

17

Lv	HP	Exp	Gil
53	3740	7540	191

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
39	44	49	37	42	29	95	73	5	44	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	-	-	.5	-	1.5	-	X

SUSCEPTIBLE TO:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Cursed Ring (12%)

STEAL:
Potion (60%)

THUNDER DRAGON

Passage of the Eidolons B2-B3

18

Lv	HP	Exp	Gil
54	12920	26038	654

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
40	45	50	38	43	29	95	74	5	45	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	Abs	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Heavenly Wrath (20%), Gold Hairpin (12%), Gold Hourglass (5%), Blue Tail (0.4%)

STEAL:
Heavenly Wrath (50%)

TRAP DOOR

Sealed Cave

19

Lv	HP	Exp	Gil
58	14000	28000	703

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
43	48	54	41	46	31	95	78	5	48	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Death, Berserk, Slow, Sap

DROP:
None

STEAL:
None

YELLOW DRAGON

Underworld (southern landmass); Sealed Cave B3-B4

20

Lv	HP	Exp	Gil
58	18889	75952	958

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
47	52	46	41	58	35	115	98	5	50	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
-	-	Abs	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Slow

DROP:
Blue Fang (20%), Siren (12%), Silver Apple (5%), Yellow Tail (0.4%)

STEAL:
Blue Fang (40%)

VAMPIRE BAT

Sealed Cave

21

Lv	HP	Exp	Gil
49	6824	13668	344

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	41	45	34	39	27	95	69	5	41	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
1.5	-	Abs	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Hi-Potion (12%)

STEAL:
Potion (60%)

CHIMERA BRAIN

Underworld; Sealed Cave

22

Lv	HP	Exp	Gil
49	5780	11560	291

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	41	45	34	39	27	95	69	5	41	5

🔥	❄	⚡	💧	◆	🌀	✧	●	💀
Abs	Abs	Abs	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)

STEAL:
Fire Arrows (40%)

NAGARAJA

Underworld; Passage of the Eidolons; Sealed Cave

23

Lv	45
HP	4490
Exp	9178
Gil	232

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
34	38	41	32	36	25	95	65	5	38	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

DROP:
Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

STEAL:
Antidote (60%)

LESSER MARILITH

Sealed Cave

24

Lv	49
HP	9190
Exp	1838
Gil	462

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	41	45	34	39	27	95	69	5	41	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)

STEAL:
Thunder Arrows (40%)

VAMPIRESS

Sealed Cave

25

Lv	46
HP	10831
Exp	21860
Gil	549

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
34	39	42	32	37	25	95	66	5	39	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
1.5	-	-	-	.5	-	1.5	-	0

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Vampire Fang (20%), Lilith's Kiss (12%)

STEAL:
Vampire Fang (50%)

ABYSS WORM

Lunar Surface; Lunar Tunnel

26

Lv	70
HP	24000
Exp	48000
Gil	1204

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
58	65	67	49	56	44	95	100	5	58	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
1.5	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Arctic Wind (20%), Ether (12%)

STEAL:
Arctic Wind (50%)

PROKARYOTE

Lunar Surface; Lunar Tunnel

27

Lv	61
HP	4420
Exp	8840
Gil	224

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	57	58	43	49	39	95	91	5	51	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Stardust (20%), Lunar Curtain (12%)

STEAL:
Stardust (40%)

EUKARYOTE

Lunar Surface; Lunar Tunnel

28

Lv	59
HP	2890
Exp	5780
Gil	147

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
49	49	56	41	47	37	95	89	5	49	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Stardust (20%), Lunar Curtain (12%)

STEAL:
Stardust (40%)

LUNAR VIRUS

Lunar Surface

29

Lv 53
HP 1660
Exp 3320
Gil 86

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
44	44	50	37	42	34	95	83	5	44	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)

STEAL:
Ether (30%)

DARK GRENADE

Lunar Surface; Lunar Tunnel

30

Lv 44
HP 6519
Exp 13038
Gil 328

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
37	37	41	31	35	28	95	74	5	37	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
Abs	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)

STEAL:
Bomb Fragment (50%)

BLACK FLAN

Lunar Surface; Lunar Tunnel

31

Lv 55
HP 2301
Exp 4800
Gil 123

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
46	99	52	39	44	35	95	999	5	46	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

DROP:
Ether (20%), Stardust (12%), Lunar Curtain (5%), Rainbow Pudding (0.4%)

STEAL:
Ether (30%)

CLOCKWORK SOLDIER

Giant of Babil

32

Lv 60
HP 9800
Exp 19600
Gil 493

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
50	50	57	42	48	38	95	90	10	62	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
5	.5	1.5	.5	-	.5	-	-	X

SUSCEPTIBLE TO:
Stop, Slow, Sap

DROP:
Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)

STEAL:
Thunder Arrows (40%)

BEAM CANNON

Giant of Babil

33

Lv 55
HP 6000
Exp 12000
Gil 303

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
46	46	52	39	44	35	95	85	0	57	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
.5	.5	1.5	.5	-	.5	-	-	X

SUSCEPTIBLE TO:
Stop, Slow, Sap

DROP:
Tent (20%), Heavenly Wrath (12%)

STEAL:
Tent (60%)

CLOCKWORK DRAGON

Giant of Babil

34

Lv 60
HP 18000
Exp 54000
Gil 909

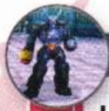
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
54	54	51	42	48	42	115	120	10	64	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
.5	.5	1.5	.5	-	.5	-	-	X

SUSCEPTIBLE TO:
Stop, Slow, Sap

DROP:
Heavenly Wrath (20%), Gold Hourglass (12%), Gold Hairpin (5%), Golden Apple (0.4%)

STEAL:
Heavenly Wrath (50%)



ARMOR CONSTRUCT

Giant of Babil; Lunar Subterrane

35

Lv	HP	Exp	Gil
64	23000	69000	1160

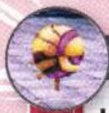
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
57	57	55	45	51	44	115	124	10	68	0

🔥	❄	⚡	💧	⛰	◉	✦	●	☠
.5	.5	1.5	.5	-	.5	-	-	X

SUSCEPTIBLE TO:
Slow, Sap

DROP:
Cottage (20%), Ogre Killer (12%), Poison Axe (5%), Rune Axe (0.4%)

STEAL:
Cottage (60%)



SEARCHER

Giant of Babil

36

Lv	HP	Exp	Gil
43	9350	18700	470

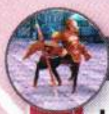
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	36	40	30	34	28	95	73	15	45	0

🔥	❄	⚡	💧	⛰	◉	✦	●	☠
-	-	1.5	-	.5	-	-	-	X

SUSCEPTIBLE TO:
Stop, Slow, Sap

DROP:
Siren (20%)

STEAL:
Siren (40%)



CENTAURION

Giant of Babil

37

Lv	HP	Exp	Gil
61	9999	9999	503

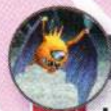
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	51	58	43	49	39	95	91	10	63	0

🔥	❄	⚡	💧	⛰	◉	✦	●	☠
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Berserk, Stop, Slow, Sap

DROP:
Tent (20%), Cottage (12%)

STEAL:
Tent (60%)



AHRIMAN

Lunar Subterrane

38

Lv	HP	Exp	Gil
71	25000	25066	1257

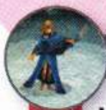
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
59	59	68	50	64	45	95	101	20	73	20

🔥	❄	⚡	💧	⛰	◉	✦	●	☠
.5	.5	.5	.5	.5	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Confuse, Blind, Berserk, Stop, Slow, Sap

DROP:
Eye Drops (20%), Elixir (12%), Gold Hourglass (5%), Protect Ring (0.4%)

STEAL:
Eye Drops (60%)



DARK SAGE

Lair of the Father; Lunar Subterrane

39

Lv	HP	Exp	Gil
65	8670	8769	442

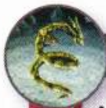
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
54	54	35	46	59	41	95	95	15	67	10

🔥	❄	⚡	💧	⛰	◉	✦	●	☠
.5	.5	.5	.5	-	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Critical, Gradual Petrify, Pig, Curse, Stop, Slow, Sap

DROP:
Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)

STEAL:
Maiden's Kiss (60%)



GOLD DRAGON

Lunar Subterrane

40

Lv	HP	Exp	Gil
66	16400	49353	832

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
59	59	57	46	59	46	115	126	15	70	5

🔥	❄	⚡	💧	⛰	◉	✦	●	☠
.5	.5	.5	.5	.5	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

DROP:
Zeus's Wrath (20%), Heavenly Wrath (12%), Blue Fang (5%), Golden Apple (0.4%)

STEAL:
Zeus's Wrath (50%)

SILVER DRAGON

Lunar Subterrane

41

Lv	66
HP	15000
Exp	45168
Gil	763

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
59	59	57	46	59	46	115	126	15	7	5

🔥	◆	⚡	💧	⬢	🌀	✦	●	💀
.5	.5	.5	.5	.5	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

DROP:
Stardust (20%), Holy Curtain (12%), Lunar Curtain (5%), Silver Apple (0.4%)

STEAL:
Stardust (40%)

DINOZOMBIE

Lunar Subterrane

42

Lv	68
HP	24000
Exp	72000
Gil	1210

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
60	60	59	48	61	47	115	128	15	72	5

🔥	◆	⚡	💧	⬢	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

DROP:
Red Fang (20%), Cursed Ring (5%)

STEAL:
Red Fang (40%)

BONE DRAGON

Lair of the Father; Lunar Subterrane

43

Lv	68
HP	24000
Exp	72000
Gil	1210

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
60	60	59	48	61	47	115	128	15	72	5

🔥	◆	⚡	💧	⬢	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

DROP:
Red Fang (20%), Cursed Ring (5%)

STEAL:
Red Fang (40%)

MOONMAIDEN

Lair of the Father; Lunar Subterrane

44

Lv	61
HP	6800
Exp	6810
Gil	344

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	51	58	43	55	39	95	91	20	63	5

🔥	◆	⚡	💧	⬢	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Confuse, Berserk, Stop, Slow, Sap

DROP:
Artemis Arrows (20%), Lunar Curtain (12%), Minerva Bustier (5%), Artemis Bow (0.4%)

STEAL:
Artemis Arrows (40%)

FLAN PRINCESS

Lunar Subterrane B5 (room furthest to SE)

45

Lv	70
HP	10000
Exp	20198
Gil	508

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	99	99	49	1	44	120	999	0	72	10

🔥	◆	⚡	💧	⬢	🌀	✦	●	💀
Abs	Abs	Abs	Abs	Abs	Abs	-	-	X

SUSCEPTIBLE TO:
Curse, Slow, Sap

DROP:
Dry Ether (20%), Elixir (12%), Rainbow Pudding (1%), Pink Tail (0.4%)

STEAL:
Dry Ether (20%)

BLUE DRAGON

Lunar Subterrane

46

Lv	70
HP	30000
Exp	90297
Gil	1515

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
62	62	61	49	63	48	115	130	20	74	5

🔥	◆	⚡	💧	⬢	🌀	✦	●	💀
-	Abs	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

DROP:
White Fang (20%), Shuriken (12%), Dragon Whisker (5%), Wyvern Lance (0.4%)

STEAL:
White Fang (40%)

ARMORED FIEND

Lair of the Father B2-B3; Lunar Subterrane

47

Lv	71
HP	28000
Exp	84000
Gil	1411

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
63	63	62	50	64	49	115	131	15	75	0

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
5	.5	1.5	.5	-	.5	-	-	X

SUSCEPTIBLE TO:
Slow, Sap

DROP:
Cottage (20%), Ogrekiller (12%), Poison Axe (5%), Black Tail (0.4%)

STEAL:
Cottage (60%), Rune Axe (1%)

LI'L MURDERER

Lunar Subterrane

48

Lv	66
HP	12000
Exp	12099
Gil	608

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
55	55	63	46	59	42	95	96	30	68	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Berserk, Stop, Slow, Sap

DROP:
Potion (20%), Tent (12%), Silver Hourglass (5%), Goblin (0.4%)

STEAL:
Potion (60%)

DEATHMASK

Lunar Subterrane

49

Lv	71
HP	37000
Exp	111297
Gil	1866

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
63	63	62	36	64	49	115	131	0	75	10

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
.5	.5	.5	.5	-	.5	.5	.5	X

SUSCEPTIBLE TO:
Stop, Slow, Sap

DROP:
Holy Curtain (20%), X-Potion (12%), Elixir (5%), Glass Mask (0.4%)

STEAL:
Holy Curtain (40%)

BEHEMOTH

Lair of the Father; Lunar Subterrane

50

Lv	71
HP	46000
Exp	138297
Gil	2316

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
63	63	62	50	64	49	115	131	15	75	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
.5	.5	.5	.5	-	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Slow, Sap

DROP:
Headband (20%), Power Armlet (12%), Power Sash (5%), Avenger (0.4%)

STEAL:
Headband (40%)

RED DRAGON

Lunar Subterrane—B8-B10

51

Lv	72
HP	50000
Exp	150297
Gil	2516

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
70	70	70	58	86	49	120	140	30	76	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	1.5	-	-	-	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Slow, Sap

DROP:
Red Fang (20%), Dragon Gloves (12%), Wyvern Lance (5%), Red Tail (0.4%)

STEAL:
Red Fang (40%), Crystal Ring (1%)

ZEMUS'S BREATH

Lunar Subterrane

52

Lv	70
HP	40000
Exp	60000
Gil	2012

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
62	62	61	49	63	48	115	130	15	74	10

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	.5	.5	.5	-	.5	.5	.5	X

SUSCEPTIBLE TO:
Paralyze, Sleep, Confuse, Blind, Curse, Stop, Slow, Sap

DROP:
None

STEAL:
None

ZEMUS'S MALICE

Lunar Subterrane

53

Lv	70
HP	20000
Exp	60000
Gil	1012

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
62	62	61	49	63	48	115	130	15	74	10

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
Abs	.5	.5	.5	-	.5	.5	.5	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Blind, Curse, Stop, Slow, Sap

DROP: None

STEAL: None

MIST DRAGON

Mist Cave

54

Lv	12
HP	556
Exp	1112
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	3	6	6	12	115	32	15	10	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	Abs	1.5	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

BARON SOLDIER

Kaipo

55

Lv	9
HP	45
Exp	112
Gil	6

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	1	3	6	4	105	20	5	8	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

DROP: Hi-Potion (10%)

STEAL: Hi-Potion (60%)

GENERAL

Kaipo

56

Lv	14
HP	100
Exp	300
Gil	100

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
13	11	8	7	7	8	105	22	5	10	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap

DROP: None

STEAL: None

OCTOMAMMOTH

Underground Waterway

57

Lv	15
HP	3350
Exp	10050
Gil	1000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
16	14	24	8	14	14	115	28	0	44	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	Abs	-	-	Abs	1.5	X

SUSCEPTIBLE TO: Silence, Blind, Poison, Curse, Slow, Sap

DROP: None

STEAL: None

ANTLION

Antlion's Den

58

Lv	17
HP	2000
Exp	6000
Gil	1500

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
17	15	8	9	9	15	115	37	10	13	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO: Silence, Blind, Poison, Curse, Slow, Sap

DROP: None

STEAL: None

MOM BOMB

Mount Hobs

59

Lv	20
HP	11000
Exp	4400
Gil	2000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
22	20	11	10	10	16	115	40	10	14	15

🔥	❄	⚡	💧	◆	🌀	✧	●	☠
Abs	1.5	.5	1.5	-	-	-	1.5	X

SUSCEPTIBLE TO: Curse, Slow, Sap

DROP: None

STEAL: None

SKULNANT

Mount Ordeals

60

Lv	20
HP	400
Exp	800
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
22	20	5	5	5	12	95	30	10	12	15

🔥	❄	⚡	💧	◆	🌀	✧	●	☠
1.5	-	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO: Paralyze, Silence, Stop, Slow, Sap

DROP: None

STEAL: None

SCARMIGLIONE (1ST FORM)

Mount Ordeals

61

Lv	24
HP	1200
Exp	3690
Gil	25008

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
23	23	18	14	15	16	115	39	10	15	15

🔥	❄	⚡	💧	◆	🌀	✧	●	☠
1.5	Abs	-	-	-	-	1.5	.5	0

SUSCEPTIBLE TO: Silence, Slow, Sap

DROP: None

STEAL: None

SCARMIGLIONE (2ND FORM)

Mount Ordeals

62

Lv	25
HP	7046
Exp	28184
Gil	3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	25	16	13	13	19	115	45	10	17	15

🔥	❄	⚡	💧	◆	🌀	✧	●	☠
1.5	Abs	-	-	Abs	-	1.5	.5	0

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

SCARMIGLIONE (2ND ENCOUNTER)

Giant of Babil

62

Lv	56
HP	25000
Exp	100000
Gil	12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
69	67	47	45	50	68	115	136	10	32	15

🔥	❄	⚡	💧	◆	🌀	✧	●	☠
1.5	.5	.5	.5	Abs	.5	.5	.5	0

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

BAIGAN

Baron Castle

63

Lv	28
HP	4444
Exp	21235
Gil	3500

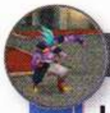
STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
30	28	22	14	14	18	105	43	10	17	15

🔥	❄	⚡	💧	◆	🌀	✧	●	☠
.5	1.5	.5	-	-	-	-	-	X

SUSCEPTIBLE TO: Silence, Poison, Curse, Slow, Sap

DROP: None

STEAL: None



BAIGAN'S ARMS

Baron Castle

–

Lv 25
HP 2222
Exp 0
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	25	19	13	13	17	105	40	10	16	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Petrify, Silence, Blind, Poison, Curse, Slow, Sap

DROP:
None

STEAL:
None

CAGNAZZO

Baron Castle

64

Lv 28
HP 10624
Exp 53285
Gil 4000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	30	21	22	30	30	115	50	5	50	5

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
.5	1.5	-	Abs	-	-	-	-	X

SUSCEPTIBLE TO:
Blind, Poison, Slow, Sap

DROP:
None

STEAL:
None

CAGNAZZO (2^{ND} ENCOUNTER)

Giant of Babil

64

Lv 56
HP 25000
Exp 100000
Gil 12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
69	67	47	45	50	68	115	136	10	32	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
5	1.5	-	Abs	-	.5	.5	.5	X

SUSCEPTIBLE TO:
Blind, Poison, Slow, Sap

DROP:
None

STEAL:
None

DARK ELF

Lodestone Cavern

65

Lv 30
HP N/A
Exp 0
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	32	23	23	15	39	115	70	10	19	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Silence, Blind, Poison, Slow, Sap

DROP:
None

STEAL:
None

DARK DRAGON

Lodestone Cavern

66

Lv 31
HP 7854
Exp 39765
Gil 5000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
33	34	24	25	17	45	120	71	10	20	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
1.5	-	-	-	.5	-	1.5	-	X

SUSCEPTIBLE TO:
Silence, Blind, Poison, Curse, Slow, Sap

DROP:
None

STEAL:
None

SANDY

Tower of Zot

67

Lv 33
HP 5182
Exp 15843
Gil 3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
34	35	28	26	10	39	115	90	10	1	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Silence, Blind, Poison, Curse, Sap

DROP:
None

STEAL:
None

MINDY

Tower of Zot

68

Lv	HP	Exp	Gil
33	5180	15837	3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	35	28	26	10	39	115	80	20	1	15

🔥	❄	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Silence, Blind, Poison, Curse, Sap

DROP: None

STEAL: None

CINDY

Tower of Zot

69

Lv	HP	Exp	Gil
33	9191	27870	3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
33	35	28	26	10	39	115	100	0	1	15

🔥	❄	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Silence, Blind, Poison, Curse, Berserk, Sap

DROP: None

STEAL: None

BARBARICCIA

Tower of Zot

70

Lv	HP	Exp	Gil
35	12272	61855	10000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
40	37	29	27	18	44	115	75	20	22	15

🔥	❄	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	.5	.5	-	-	X

SUSCEPTIBLE TO: Paralyze, Silence, Blind, Poison, Slow, Sap

DROP: None

STEAL: None

BARBARICCIA (2ND ENCOUNTER)

Giant of Babil

70

Lv	HP	Exp	Gil
56	25000	100000	12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
69	67	47	45	50	68	115	136	30	32	15

🔥	❄	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	.5	Abs	-	-	X

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: None

STEAL: None

CALCA

Dwarven Castle

71

Lv	HP	Exp	Gil
37	1369	4137	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	37	30	5	5	25	115	97	10	5	0

🔥	❄	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

DROP: None

STEAL: None

BRINA

Dwarven Castle

72

Lv	HP	Exp	Gil
37	569	1737	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	33	30	5	5	25	115	97	10	5	0

🔥	❄	⚡	💧	◆	🌀	✚	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

DROP: None

STEAL: None

CALCABRINA

Dwarven Castle

73

Lv	HP	Exp	Gil
37	8814	35296	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
54	46	28	10	10	50	115	117	10	10	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

DROP:
None

STEAL:
None

GOLBEZ

Dwarven Castle

74

Lv	HP	Exp	Gil
38	9999	40000	11000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
46	44	30	28	34	44	115	200	10	22	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	1.5	-	X

SUSCEPTIBLE TO:
Slow, Sap

DROP:
None

STEAL:
None

DOCTOR

Tower of Babil

75

Lv	HP	Exp	Gil
41	5872	17913	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
47	47	35	33	37	47	105	101	15	24	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:
Blind, Slow, Sap

DROP:
None

STEAL:
None

BARNABAS

Tower of Babil

76

Lv	HP	Exp	Gil
41	9664	28992	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
47	47	35	33	37	47	105	101	10	24	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Slow, Sap

DROP:
None

STEAL:
None

BARNABAS-Z

Tower of Babil

77

Lv	HP	Exp	Gil
41	9036	36144	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
50	50	32	33	37	50	115	121	10	25	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Slow, Sap

DROP:
None

STEAL:
None

DR. LUGAE

Tower of Babil

78

Lv	HP	Exp	Gil
41	12642	50568	12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
50	50	32	29	33	50	115	121	10	30	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:
Slow, Sap

DROP:
None

STEAL:
None

KING OF EBLAN

Tower of Babil 79

Lv	40
HP	N/A
Exp	0
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
46	46	34	24	36	48	105	100	10	23	15

🔥	◆	⚡	💧	◼	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

QUEEN OF EBLAN

Tower of Babil 80

Lv	40
HP	N/A
Exp	0
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
46	46	34	24	36	48	105	100	10	23	15

🔥	◆	⚡	💧	◼	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

RUBICANTE

Tower of Babil 81

Lv	42
HP	24000
Exp	120000
Gil	13000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	51	33	34	38	54	115	122	10	25	15

🔥	◆	⚡	💧	◼	🌀	✦	●	💀
Abs	1.5	-	1.5	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

RUBICANTE (2ND ENCOUNTER)

Giant of Babil 81

Lv	56
HP	25000
Exp	100000
Gil	12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
69	67	47	45	50	68	115	136	10	32	15

🔥	◆	⚡	💧	◼	🌀	✦	●	💀
Abs	1.5	.5	1.5	-	.5	.5	.5	X

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: None

STEAL: None

ASURA

Feymarch 82

Lv	45
HP	21005
Exp	84416
Gil	14000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
99	74	36	40	46	80	130	125	10	27	15

🔥	◆	⚡	💧	◼	🌀	✦	●	💀
Abs	Abs	Abs	Abs	.5	Abs	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

LEVIATHAN

Feymarch 83

Lv	48
HP	30000
Exp	150495
Gil	15000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
59	57	46	29	43	60	115	128	10	28	15

🔥	◆	⚡	💧	◼	🌀	✦	●	💀
.5	Abs	1.5	Abs	.5	.5	-	-	X

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: None

STEAL: None

DEMON WALL

Sealed Cave

84

Lv 51
HP 99999
Exp 399996
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
60	60	60	60	60	999	115	120	0	30	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Slow, Sap	None	None

ODIN

Baron Castle

85

Lv 53
HP 40001
Exp 160004
Gil 16000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
65	62	44	42	48	65	115	133	10	31	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Blind, Poison, Slow, Sap	None	None

BAHAMUT

Lair of the Father

86

Lv 55
HP 45001
Exp 180400
Gil 17000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
67	65	46	44	50	67	115	135	15	32	15

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
.5	.5	.5	.5	.5	.5	.5	.5	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Blind, Poison, Slow, Sap	None	None

CPU

Giant of Babil

87

Lv 60
HP 30000
Exp 220000
Gil 20000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
99	99	54	48	54	68	115	999	0	74	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	1.5	-	-	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Slow, Sap	None	None

DEFENSE NODE

Giant of Babil

88

Lv 60
HP 12000
Exp 0
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
62	99	54	48	54	68	115	120	0	62	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
Abs	Abs	Abs	Abs	.5	Abs	Abs	Abs	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Slow, Sap	None	None

ATTACK NODE

Giant of Babil

89

Lv 60
HP 12000
Exp 0
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
62	99	54	38	54	68	115	120	0	62	0

🔥	❄	⚡	💧	◆	🌀	✦	●	💀
-	-	-	-	.5	-	-	-	X

SUSCEPTIBLE TO:	DROP:	STEAL:
Slow, Sap	None	None

WHITE DRAGON

Lunar Subterrane

90

Lv	65
HP	32700
Exp	132132
Gil	21000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
70	70	56	52	59	77	115	145	10	37	15

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
Abs	Abs	Abs	Abs	.5	Abs	Abs	Abs	X

SUSCEPTIBLE TO: Slow, Sap

DROP: Murasame (100%)

STEAL: None

DARK BAHAMUT

Lunar Subterrane

91

Lv	65
HP	60000
Exp	241332
Gil	24000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
77	75	56	33	59	77	115	145	10	37	15

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	.5	.5	.5	.5	.5	.5	.5	X

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: Ragnarok (100%)

STEAL: None

PLAGUE HORROR

Lunar Subterrane

92

Lv	65
HP	33333
Exp	134664
Gil	22000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
66	77	66	52	59	99	115	150	20	150	20

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	-	-	.5	-	-	.5	X

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: Holy Lance (100%)

STEAL: None

LUNASAUR

Lunar Subterrane

93

Lv	65
HP	46000
Exp	184000
Gil	23000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
75	75	56	52	59	77	115	145	70	37	15

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
1.5	-	-	-	-	-	-	.5	0

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: 2x Ribbon (100%)

STEAL: None

OGOPOGO

Lunar Subterrane

94

Lv	65
HP	50000
Exp	201332
Gil	25000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
70	80	50	35	59	77	115	145	10	37	70

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
.5	.5	-	Abs	.5	.5	.5	.5	X

SUSCEPTIBLE TO: Blind, Poison, Slow, Sap

DROP: Murasame (100%)

STEAL: None

ZEMUS

Lunar Subterrane

95

Lv	68
HP	N/A
Exp	0
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
78	78	59	33	68	80	115	148	10	52	15

🔥	❄	⚡	💧	◆	🌀	✦	●	☠
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

ZEROMUS, FORM 1

Lunar Subterrane

196

Lv	68
HP	N/A
Exp	0
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
78	78	59	33	68	80	115	148	10	52	15

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

ZEROMUS, FORM 2

Lunar Subterrane

197

Lv	68
HP	150000
Exp	0
Gil	0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
78	78	59	33	68	80	115	148	10	52	15

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: Dark Matter (50%)

MOPINGWAY

Dwarven Castle

198

Lv	10
HP	32
Exp	1
Gil	12

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
11	11	2	2	10	7	115	20	5	6	5

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: None

DROP: Bronze Hourglass (5%), Goblin (0.4%)

STEAL: None

GERYON

Mount Ordeals Summit or Giant of Babil Teleporter (New Game+ only, summoned with Dark Matter)

199

Lv	99
HP	200000
Exp	800000
Gil	99999

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
89	89	89	89	89	160	130	150	30	99	20

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
Abs	-	-	Abs	Abs	Abs	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: None

PROTO-BABIL

Man on the Moon, Lunar Surface (New Game+ only, summoned with Dark Matter)

200

Lv	99
HP	400000
Exp	2000000
Gil	99999

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
99	99	99	99	99	200	130	200	40	99	30

🔥	❄	⚡	💧	🪨	🌀	✦	●	💀
-	-	-	-	-	-	-	-	X

SUSCEPTIBLE TO: Slow, Sap

DROP: None

STEAL: Megalixir (20%)

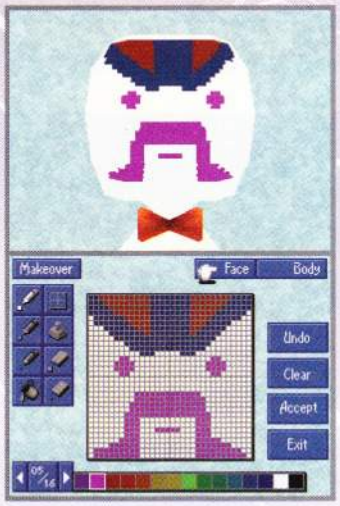
Whyt

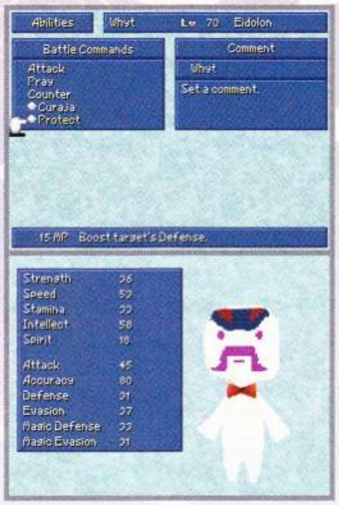
Whyt
Bestiary
Event Theatre
Music Box

Rydia has a quirky new friend in the latest version of *FINAL FANTASY IV*—Whyt, a young creature that hails from the Feymarch, land of the Eidolons. Whyt comes under Rydia's command early in the story, and by proxy yours as well! You'll have the opportunity to rename Whyt as you see fit.

USE & ABILITIES

Rydia can summon Whyt in battle at the cost of 50 MP. He replaces Rydia for a time, randomly using abilities from a pool that you customize at any Fat Chocobo. Available abilities are drawn from your stable of obtained augments, so the further you are into the game, the more options you have customizing Whyt. Fat Chocobos also allow you to alter Whyt's appearance and to train his attributes. Training his attributes is done by playing five mini-games, one for each critical attribute—Strength, Stamina, Spirit, Intellect, and Speed.


Makeover
Face
Body
Undo
Clear
Accept
Exit
05/16


Abilities
Whyt
Lv 70
Eidolon
Battle Commands
Attack
Pray
Counter
Curaja
Protect
Comment
Whyt

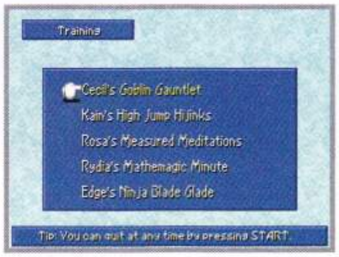
Set a comment.

15 MP Boost target's Defense.

Strength	36
Speed	52
Stamina	33
Intellect	58
Spirit	18
Attack	45
Accuracy	80
Defense	31
Evasion	37
Magic Defense	33
Magic Evasion	31

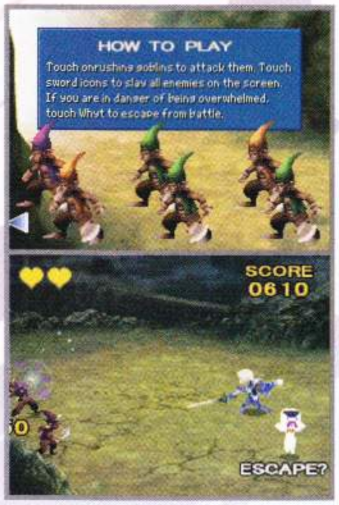
MINI-GAMES

By playing these mini-games, you can set new high scores or top old ones. Whyt's value for an attribute is determined by taking the three highest scores for a given game, taking the average, then dividing by 100. The max possible score for each game is 9999, so giving Whyt perfect stats involves scoring 9999 in each game at least three times. The first time you get a perfect 9999 score in each character's mini-game, you also unlock a facsimile of that character's outfit for Whyt to wear. Getting good scores in these mini-games also has a side benefit of earning you disposable items like Potions and Ethers.


Training
Cecil's Goblin Gauntlet
Kain's High Jump Hijinks
Rosa's Measured Meditations
Rydia's Mathemagic Minute
Edge's Ninja Blade Glade

Tip: You can quit at any time by pressing START.

Cecil's Goblin Gauntlet: Strength

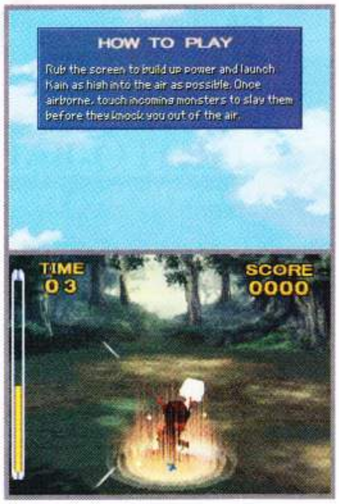

HOW TO PLAY
SCORE
0610
ESCAPE?

Touch onrushing goblins to attack them. Touch sword icons to slay all enemies on the screen. If you are in danger of being overwhelmed, touch Whyt to escape from battle.

In this game, Goblins run from the right side of the screen to reach Cecil and Whyt on the left side of the screen. Slash at them with the stylus, noting that it takes multiple strikes to defeat some Goblins. Cecil can take one hit, but it's game over if he takes two hits—with no score recorded. Use the "Escape" option to bail out if things get too hectic. You occasionally earn bombs, which clear out all Goblins on-screen at once. Save these for absolute emergencies! Lastly, note that you can employ an extra stylus or finger to make extra swipes; a partner can even be helpful in a pinch!

Kain's High Jump Hijinks: Stamina

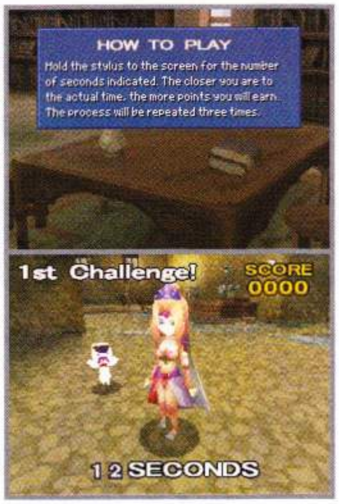
Rotate the stylus quickly, filling Kain's jump bar and ensuring he gets maximum lift when he launches. With Kain airborne, use the stylus to keep incoming avians away from him. If he gets hit, the game is over. The birds move relatively slow at first, but they soon start getting faster. Instead of looking all over the screen for birds and taking them out as soon as they appear on-screen, try relaxing your eyes and focusing mainly on Kain. Don't let the stylus stray too far from him—it doesn't matter where a bird is felled, just that it is struck down before hitting Kain.


HOW TO PLAY
TIME
03
SCORE
0000

Rub the screen to build up power and launch Kain as high into the air as possible. Once airborne, touch incoming monsters to slay them before they knock you out of the air.

Rosa's Measured Meditations: Spirit

Rosa's spiritual game is all about timing. You have three tries to hold and then release the stylus from the screen after an exact amount of time has elapsed. The time could be five seconds, eight seconds, 13 seconds, and so on. If your internal clock is excellent, give it an unaided go. If things get too difficult, however, use a stopwatch, analog timepiece, or any other method to determine the exact time elapsed.

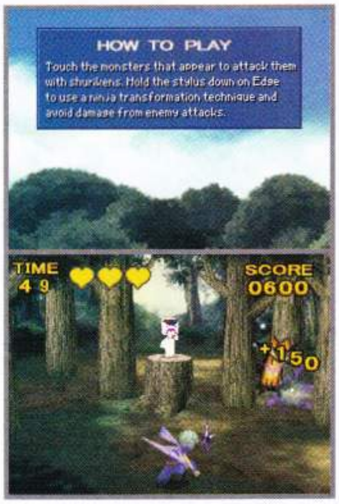


HOW TO PLAY

Hold the stylus to the screen for the number of seconds indicated. The closer you are to the actual time, the more points you will earn. The process will be repeated three times.

Edge's Ninja Blade Glade: Speed

Tap the stylus on targets that appear on-screen to make Edge toss a shuriken at them. Defeat enemies as quickly as possible, because if they linger too long they'll unleash their own attacks at Edge. Knock away their incoming projectiles with shuriken, or hold the stylus on Edge to make him vanish until the projectiles pass by. Eventually, a menacing Malboro appears—it's worth taking out for big points and will end the game upon defeat (provided the time limit of 60 seconds doesn't expire first). However, don't focus on it so much that Edge starts taking hits from the other foes! He can only take three hits before the game ends.

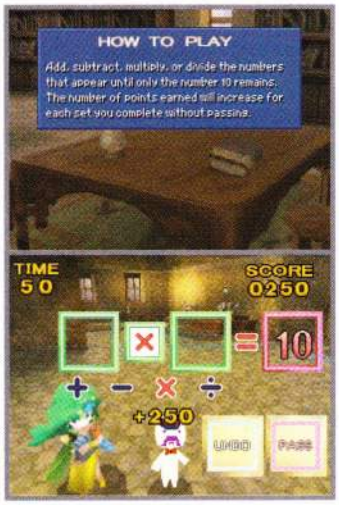


HOW TO PLAY

Touch the monsters that appear to attack them with shurikens. Hold the stylus down on Edge to use a ninja transformation technique and avoid damage from enemy attacks.

Rydia's Mathemagic Minute: Intellect

Rydia's game is unlike any of the others. You must use four random single-digit numbers and any base method of arithmetic (addition, subtraction, division, and multiplication) to arrive at a value of 10. Once a given combination of numbers has produced a result of 10, a new set of random numbers appear and the process must be repeated. You get bonus points for successfully completing multiple challenges in a row. While there are options to return a step or to request a new set of numbers, these options remove the multiplier. Finally, if you're stumped with this mode, remember that the Nintendo DS's built-in "Sleep" mode has the unintended side effect of granting you a pressure-free pause—note the numbers you have to work with, close the system, figure out a solution, then open the system to implement the answer!



HOW TO PLAY

Add, subtract, multiply, or divide the numbers that appear until only the number 10 remains. The number of points earned will increase for each set you complete without passing.

Game Secrets

Whyt's Extra Outfits

Most of the side quests and optional areas are included in the walkthrough of this guide, but there are a few additional secrets to uncover. There are a few outfits available to Whyt as you complete certain tasks in the game. The methods of obtaining these bonus outfits is shown in the following section.

Dragoon

How Obtained: Max score in Kain's High Jump Hijinks

Ninja

How Obtained: Max score in Edge's Ninja Blade Glade

Paladin

How Obtained: Max score in Cecil's Goblin Gauntlet

Summoner

How Obtained: Max score in Rydia's Mathemagic Minute

White Mage

How Obtained: Max score in Rosa's Measured Meditations

Goblin

How Obtained: Clear the main story twice

Zeromus

How Obtained: 100% complete Bestiary

New Game Plus

After defeating Zeromus, wait for the ending movie and credits to finish and then save your game. If you load a game from this save, you begin a New Game+ and your saves for a New Game+ are marked with a star. A few items (including Golden and Silver Apples and augments) carry over between saves, as well as the augments that were allocated to the characters during your initial playthrough.

It's possible to clear the game a second time to considerably build up the augments available to the party. There are also two additional bosses to fight, provided you were successful in pilfering the Dark Matter from Zeromus. Defeating these powerful enemies provides no rewards outside of gil and a feeling of satisfaction. The strategy to take down each boss is the same: Reach level 99 with all your characters, pass out the best augments to each character and don't be stingy with the items in your inventory. No other encounters will challenge you like these two!

Abilities | Cecil | Lv 10 | Dark Knight

Battle Commands
- Attack
- Darkness
- Items

Auto-Battle Command: Attack

The command used when Auto-Battle is enabled in combat via the X Button.

Known Abilities
- Counter
- Draw Attacks
- HP +50%
- Gil Farmer

Strength	13
Speed	10
Stamina	11
Intellect	6
Spirit	3
Attack	10
Accuracy	85
Defense	12
Evasion	22
Magic Defense	1
Magic Evasion	0

SECRET BOSS: GERYON

There are two locations where you can summon Geryon: Mount Ordeals and the spot where you battled the four Elemental Archfiends inside the Giant of Babil. Geryon uses Gas attacks to inflict multiple status effects (including Curse) and lay waste to the party. If that wasn't enough, it also uses Maelstrom to drop everyone's health to single digits instantly. Many types of elemental damage heals him, so be careful when selecting weapons and spells.

Level	HP	EXP	Gil	Weak	Resist	Absorb	Susceptible to
99	200,000	800,000	99,999	--	--	Fire, Water, Earth, Wind	Slow, Sap

SECRET BOSS: PROTO-BABIL

To face Proto-Babil, fly to the face on the Lunar Surface in the central part of the northern edge of the map. To damage a single target, Proto-Babil uses Holy of Babil to deal 9999 damage, or Ninth Dimension to inflict Death. Proto-Babil uses Counter: Laser Barrage in response to physical attacks.

Level	HP	EXP	Gil	Weak	Resist	Absorb	Susceptible to
99	400,000	2,000,000	99,999	--	--	--	Slow, Sap

Obtaining Ultra-Rare Drops

There are a number of items that have exceptionally low drop rates (1% or less). The Treasure Hunter augment boosts the chances of acquiring these items, but even then a great deal of patience is required to obtain one of the following items.

TAIL COLLECTOR

You first met the Tail Collector in the Adamant Isle Grotto after turning in the Rat Tail uncovered in the Feymarch, but his obsession with tails goes beyond that single exchange. After collecting one of the items listed in the following table, return to the Tail Collector for a powerful reward.

What do you want? I've nothing to discuss with you. Excepting you have a tail, of course, but. well—that's a different matter altogether, now isn't it?

Name	Dropped by	Item Acquired
Pink Tail	Flan Princess	Adamant Armor
Black Tail	Armored Fiend	Onion Armor
Blue Tail	Thunder Dragon	Onion Shield
Green Tail	Green Dragon	Onion Helm
Red Tail	Red Dragon	Onion Sword
Yellow Tail	Yellow Dragon	Onion Gloves

OTHER RARE EQUIPMENT

There are a handful of other pieces of gear that are acquired only from specific enemies.

Equipment	Acquired
Crystal Ring	Steal from Red Dragon
Rune Axe	Steal from Armored Fiend, dropped by Armor Construct
Wyvern Lance	Dropped by Red Dragon, Blue Dragon
Glass Mask	Dropped by Death Mask

RAINBOW PUDDING

Any of the flan enemies have a slim chance to drop this item. Rainbow Pudding is necessary to complete the Namingway side quest.

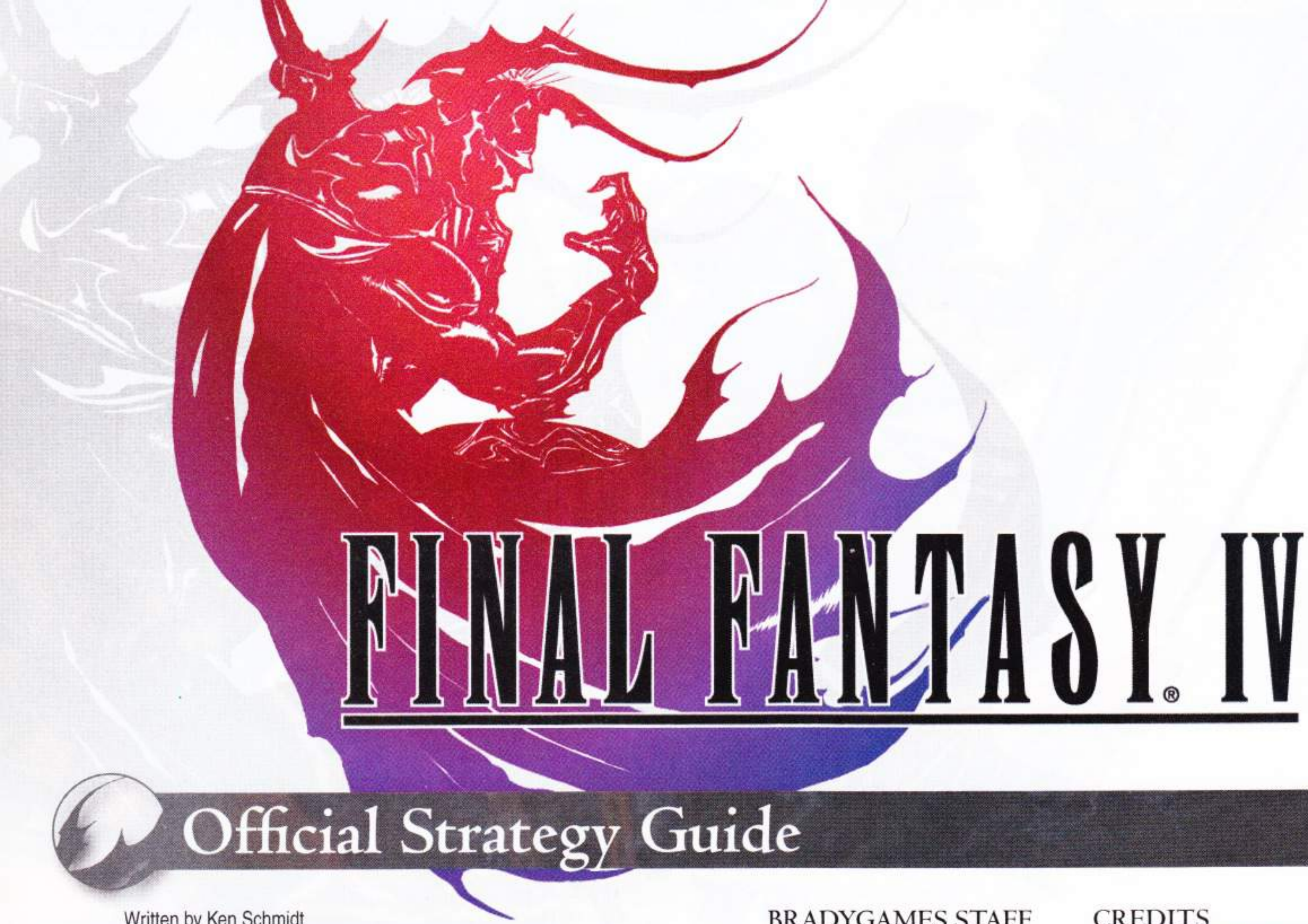
BATTLE RESULTS

Gil Found 109
New Total 5070
Item Rainbow Pudding
EXP 317
Rydia
Cecil
Edward LEVEL UP!

SUMMONS FOR RYDIA

In addition to the Eidolons Rydia must defeat to gain their power, there are four more summons that are rare drops by certain enemies.

Summon	Dropped by
Goblin	Goblin, Li'l Murderer, Mopingway
Cockatrice	Helldiver, Cockatrice, Fledgling Rukh
Mindflayer	Mindflayer
Bomb	Balloon, Dark Grenade



FINAL FANTASY® IV

Official Strategy Guide

Written by Ken Schmidt
with contributions from Joe Epstein

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Joe Epstein

Longer, more popular FINAL FANTASY titles have come along since IV, but all these years after first playing the SNES version (then FFII) as the second game I got for that system it remains my favorite in the series. Big thanks to Leigh Davis and David Waybright for the opportunity to work on its remake and to Matrix Software and Square Enix for making the DS release the definitive version. Thanks to Ken Schmidt and Tim Cox for all their help and patience. Thanks to everyone else at BradyGames for their continued hard work, hospitality, and assistance. Finally, thanks to the fiddleback that bit me during the project, to Dr. Magoon and his staff for treating the lovely, festering wound, and to Mia for helping keep it clean. I'm sure that was too much information for absolutely everyone, so ignore this and get back to the most memorable cast of characters in RPG history!

Protect the Crystals.
Save the World!

Bonus Whyt Costumes.

Powerful Bahamut Summon.

Every Boss Fight.

EARN ALL AUGMENTS

Grant certain abilities to any character in your party, a new feature in FINAL FANTASY® IV!

ALL-INCLUSIVE BESTIARY

Complete statistical breakdown of every foe and boss in the game. Learn each foe's strengths, weaknesses, and much more.

Tower of Babil
Rubicante
Kokkol's Forge

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